THE EVIL WITHIN 2

Foreword

From Bethesda Softworks and Tango Gameworks

Sebastian Castellanos' life started falling apart when his daughter, Lily, died in a tragic fire. Ever since then, his life has been an avalanche of miserable moments, chief among which were the events that transpired at Beacon Mental Hospital, when he was pulled into a twisted world built using the mind of a serial killer. He barely made it out alive, and now—three years later—a face from his past has reentered his life to give him the first glimmer of hope he's had in years: Lily is alive, and she's being used as the Core of a new world called Union. In The Evil Within 2, Sebastian is going to have to return to the nightmare that nearly destroyed him in order to save her and find redemption.

The world of The Evil Within 2 is not a forgiving place; every move you make could be your last. As Sebastian, you'll explore horrifying domains and encounter myriad terrifying creatures and psychopathic villains. Danger lurks around every corner and you will need to carefully plan your journey if you want to beat the odds that are heavily stacked against you.

In order to even the playing field a bit, you'll be able to customize both Sebastian and his gear to suit your own unique playstyle. You can specialize in combat tactics, focusing on upgrades that boost Sebastian's health and damage, or you could lean more toward the stealth approach and avoid conflict altogether. Then on top of customizing Sebastian, you can pick and choose which weapons you'd like to upgrade and how you'd like to go about it. Whether you decide to go guns-blazing with a powered up shotgun, sneak through the shadows and set traps with the crossbow, or become a jack-of-all-trades and dip your toe into all areas of the upgrade trees and weapon options, the customization options will allow you to build the right Sebastian for you.

With more open areas to explore, you'll have the freedom to go at your own pace, and we can give you some helpful tips that might just help you survive the experience. From resource cache sites and secret pieces of lore, to enemy locations and tactical specifics, this strategy guide will provide you with all the information you'll need to get started in Union. What you choose to do with that knowledge is up to you as you face your nightmares and fight to save your daughter.

THE EVIL WITHIN 2

Enemies

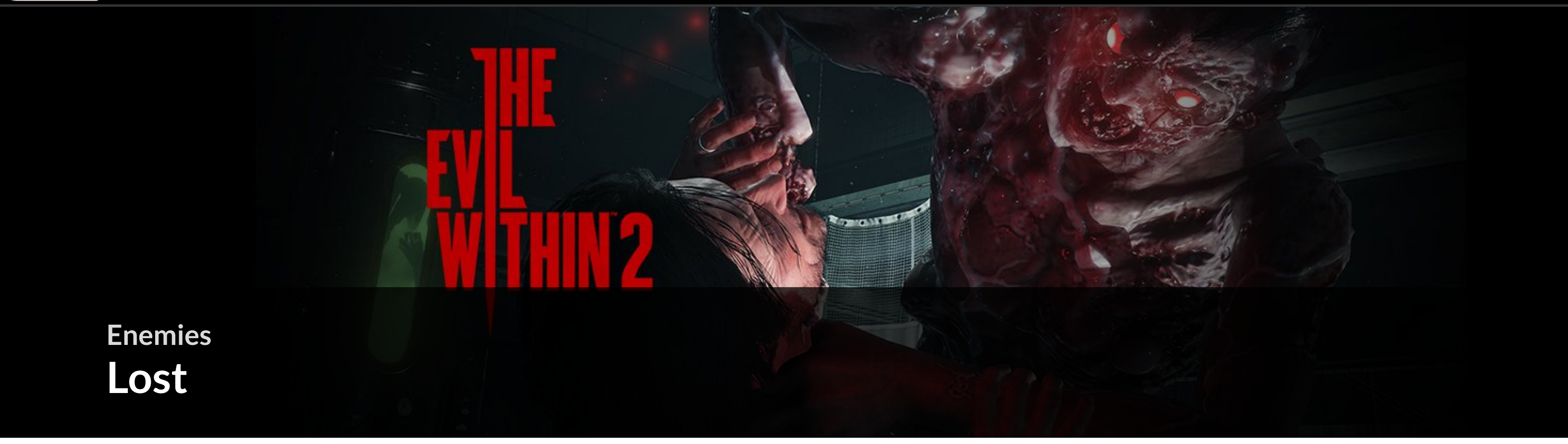
Overview

The *Evil Within 2* features some of the most innovative and downright creepy hybridized creatures you'll ever see in a survival horror game. Their behaviors and attack patterns may seem puzzling and difficult to counter at first. But as you get familiar—using tactics we recommend in this guide, of course—they'll soon seem less mysterious. Check out the tips and data in this section for a closer look at the STEM monsters that desperately want to eat you.

A NOTE ON DAMAGE MODIFIERS AND EXPLOSIVE BOLTS

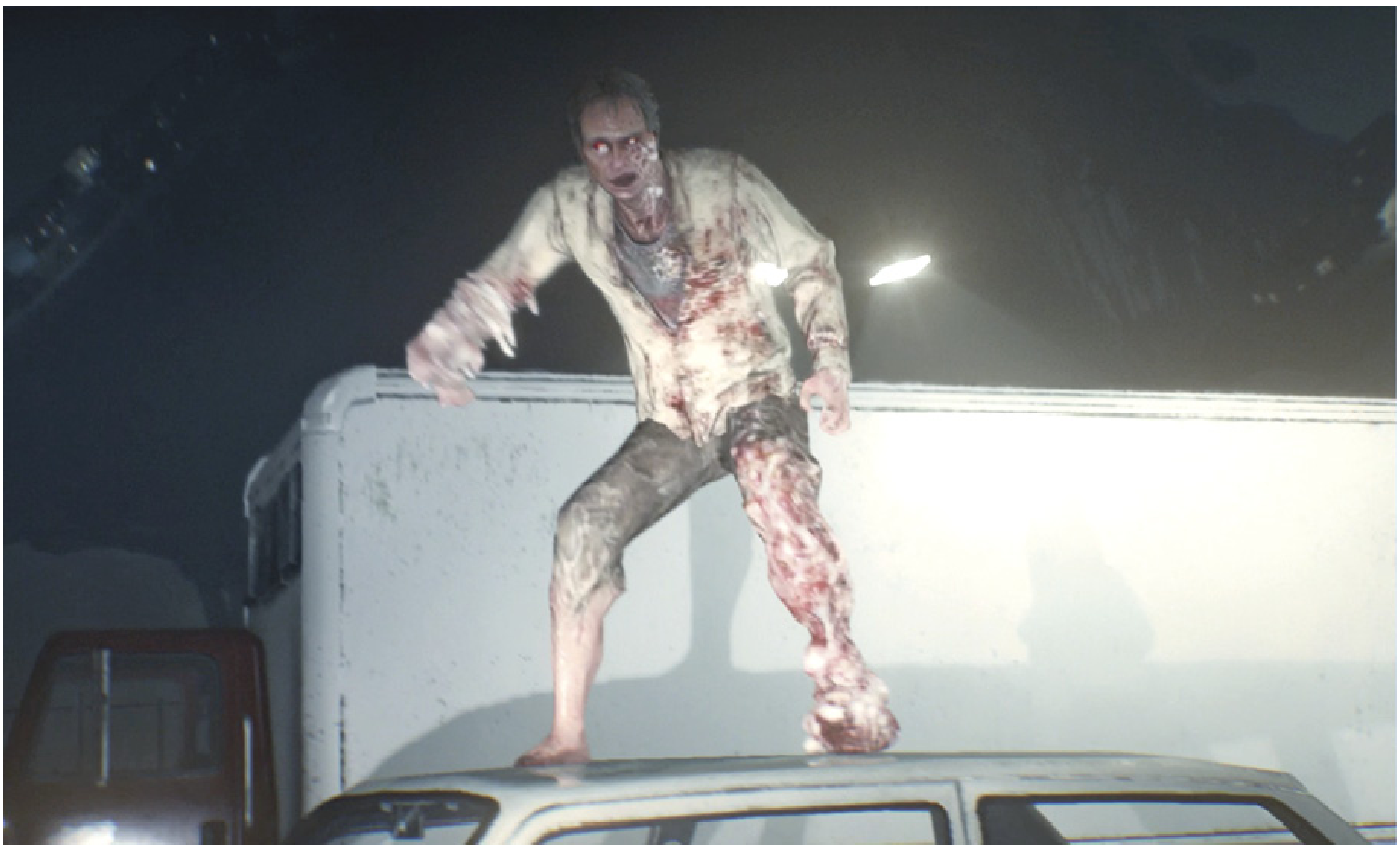
In the Attack tables below, Survival mode provides the base number for damage inflicted. In most cases, that base number is multiplied by 0.4 for Casual mode, and multiplied by 1.5 for Nightmare and Classic modes.

Note that Explosive Bolts do normal damage to all enemies that are not listed as invincible.



Enemies

Lost



Encountered in Chapter(s): 2-14

Once the town's fine citizens, the Lost are the grunts of Union. They're almost everywhere, stumbling around, snarling, looking for sweet untainted flesh like yours. Most fall with a couple of well-placed Handgun headshots, or a single Shotgun blast to the face. Aiming lower can tear off Lost arms or legs, but these will regrow over time. Keep circling if you encounter a Lost rush or swarm. Don't let them grab you, or else their strangle or bite attacks will inflict continuous damage per second. Target axe-carriers first, so you can pick up their dropped Hand Axe and quickly swing a one-hit kill on the next gruesome citizen.

Health

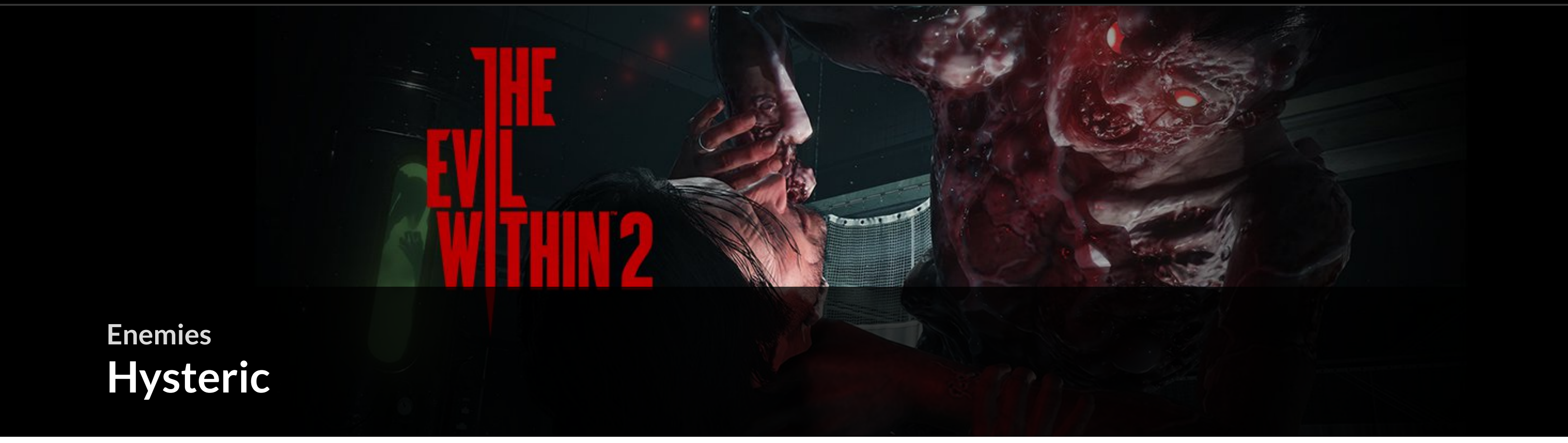
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y	Y	Y	Y	Y	Y	Y	Y	Y

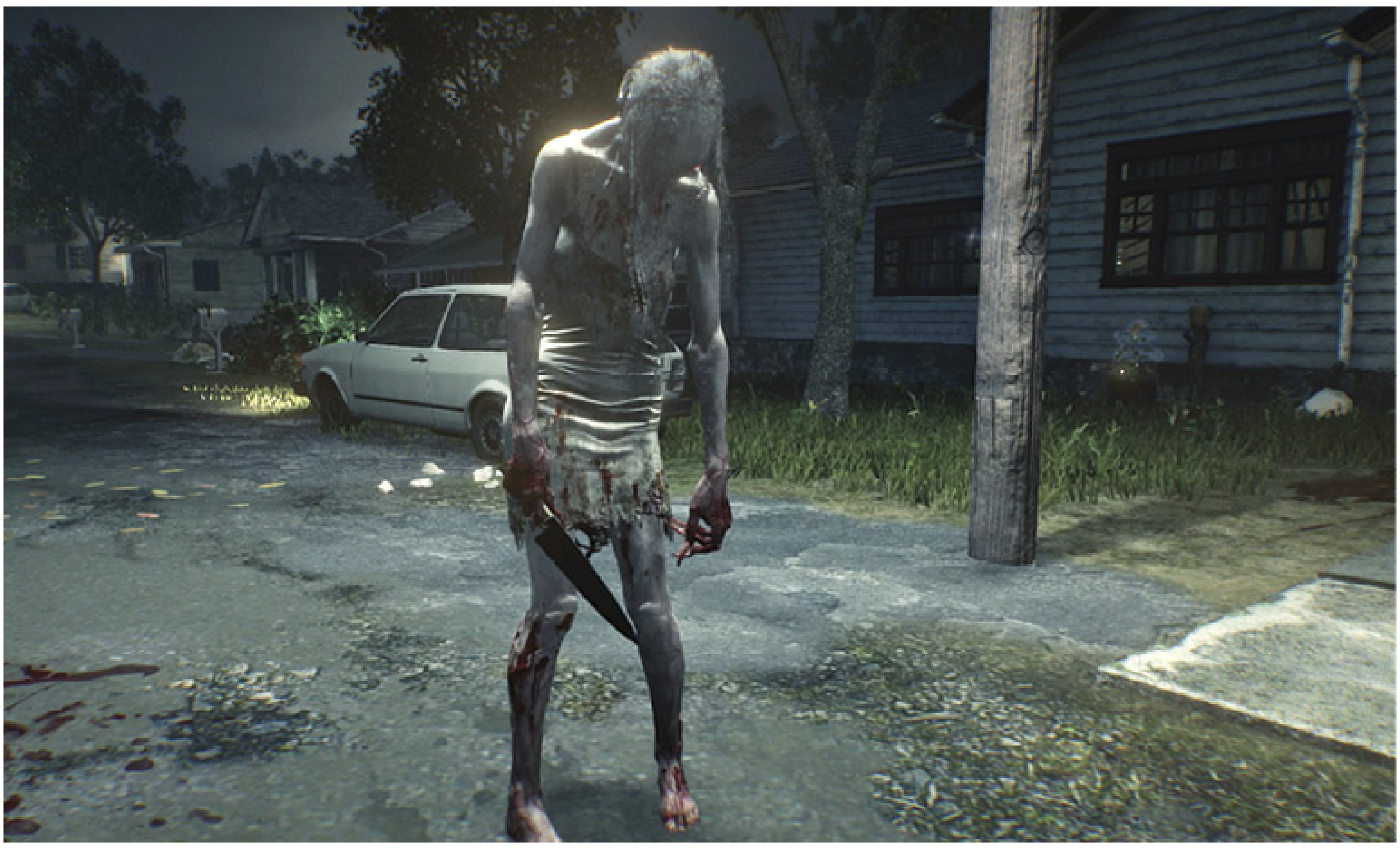
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Punch	-	12	30	45
Grab (grab-and-punch, strangle)	-	16 (per second)	40 (per second)	60 (per second)
Grab (bite)	-	16 (per second)	40 (per second)	60 (per second)
Crawling ankle grab	When legs have been blown off or when one comes crawling out from somewhere	16 (per second)	40 (per second)	60 (per second)
Axe attack	When carrying an axe	16	40	60
Axe throw	When carrying an axe	12	30	45
Grab (Axe attack)	When carrying an axe	16	40	60
Molotov throw	When carrying Molotovs	12	30	45



Enemies

Hysteric



Encountered in Chapter(s): 3-13

The Hysteric may be the most frightening foe in the game. This "white lady" has a very distinctive, strangulated sound that becomes chilling when you hear it—especially after she victimizes you the first time. She often stands in place, and when she does move, it's a slow, painful looking stagger. But don't let this fool you. The moment you fire a shot, she'll makes a shrieking sprint, trying to drive her big knife right into your face. Her Grab attack inflicts much pain per second, so break away ASAP. Note that the Hysteric's slow waddle makes it easy to creep behind her for a Sneak Kill, but one Sneak Kill won't kill her!

Health

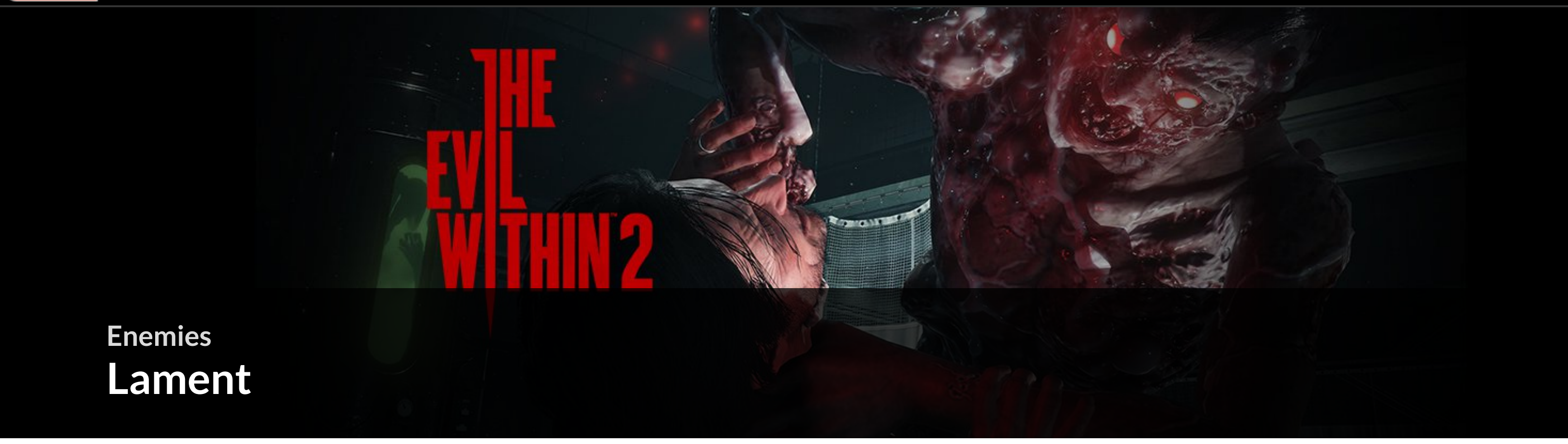
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low/Medium	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y (but one attack is not enough to kill)	Y	Y	Y	Y	N	Poison damage works	Y	Y

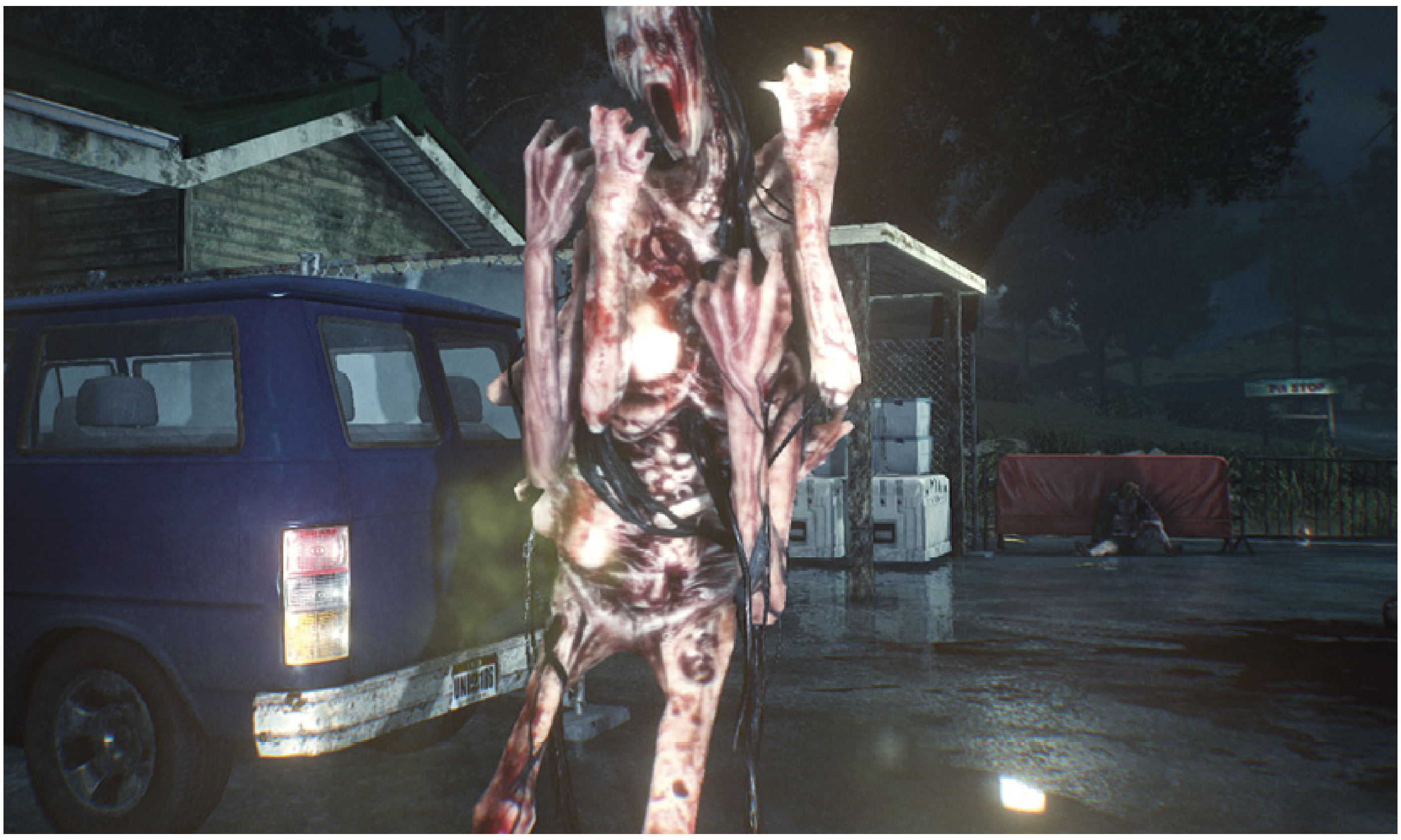
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Knife attack	-	16	40	60
Grab (Knife attack)	-	16	40	60
Punch	When not holding knife	12	30	45
Grab (bite)	When not holding knife	16 (per second)	40 (per second)	60 (per second)
Crawling ankle grab	When not holding knife. When legs have been blown off or when crawling out from somewhere	16 (per second)	40 (per second)	60 (per second)



Enemies

Lament



Encountered in Chapter(s): 3-11

The Lament is one of the most lethal creatures in Union. It has both a ranged attack—a toxic acid spit—and a lunging grab with an acid spray that results in your instant death. That's not all: when it spots you, the Lament unleashes a bloodcurdling howl that not only wakes up any enemies sleeping in the area, but also drains your Stamina, making it harder to get away. One or two good headshots can take down a Lament. You can execute a Sneak Kill, too—it won't kill the beast, but it inflicts such damage that you can finish the job with just a few more gunshots.

Health

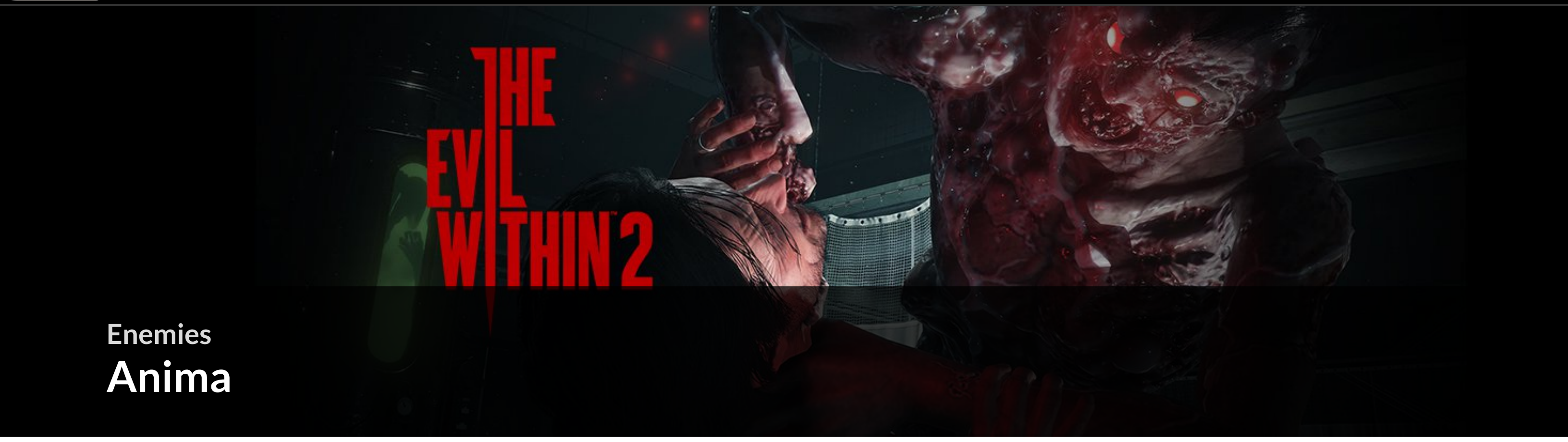
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y (but one attack is not enough to kill)	Y	Y	Y	Y	Makes them spit acid	Poison damage works	Freeze but no shatter	Freeze but no shatter

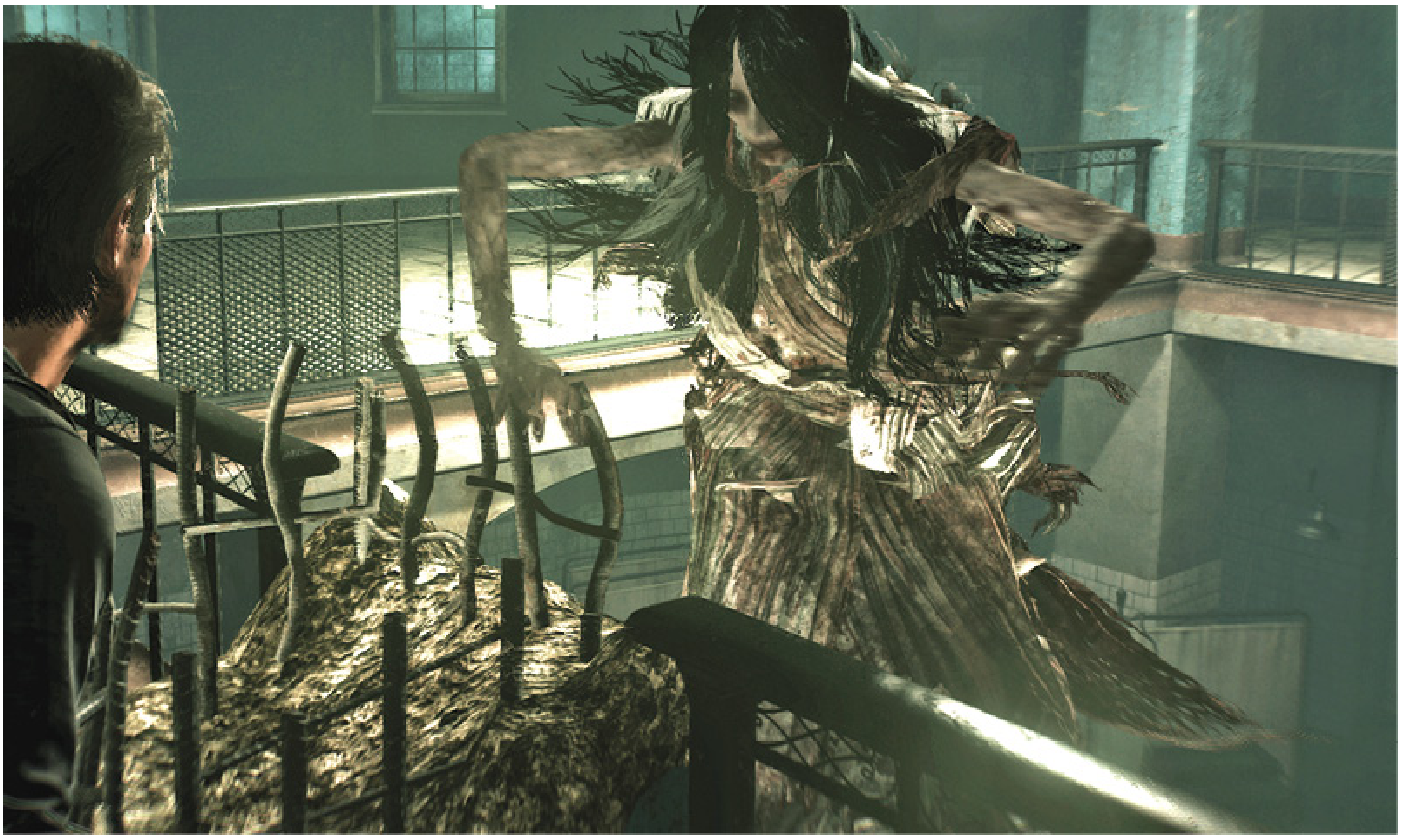
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Grab (Acid spray)	-	Instant death	Instant death	Instant death
Acid spit	-	12	30	45



Enemies

Anima



Encountered in Chapter(s): 3-7, 11

The Anima has an unhealthy obsession with Sebastian. She can appear suddenly in Union, turning the air bitter cold and stalking you. All you can do is hide and then run—attacks don't affect her in any way. Don't let her see you… and if she does, don't let her get close! Her Grab attack means instant death for Sebastian.

Health

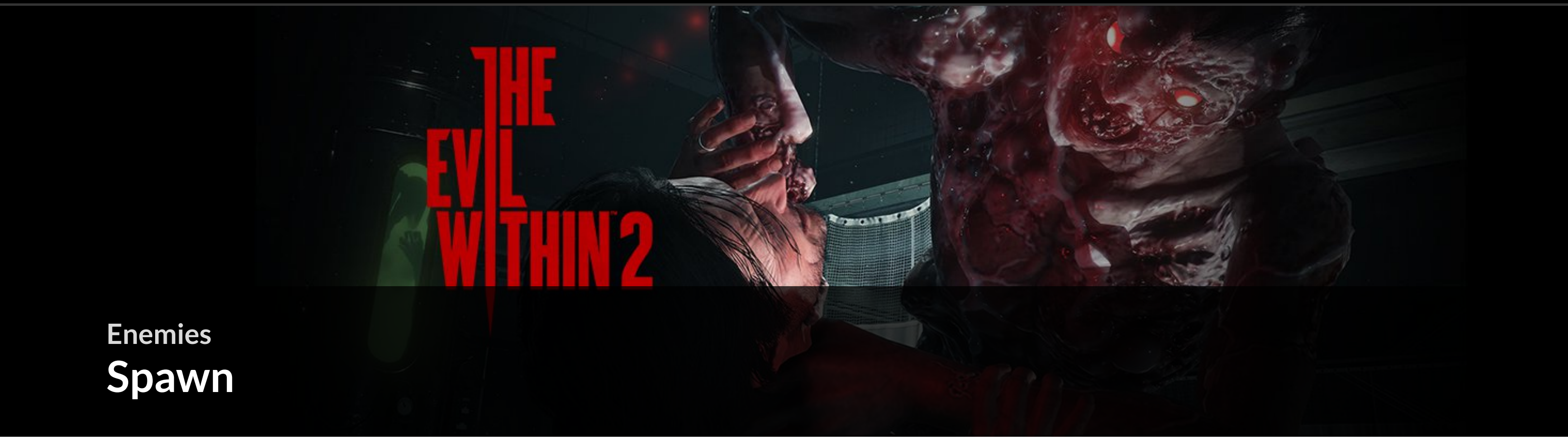
CASUAL	SURVIVAL	NIGHTMARE/CLASSIC
Invincible	Invincible	Invincible

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	N	N	N	N	N	N	N	N

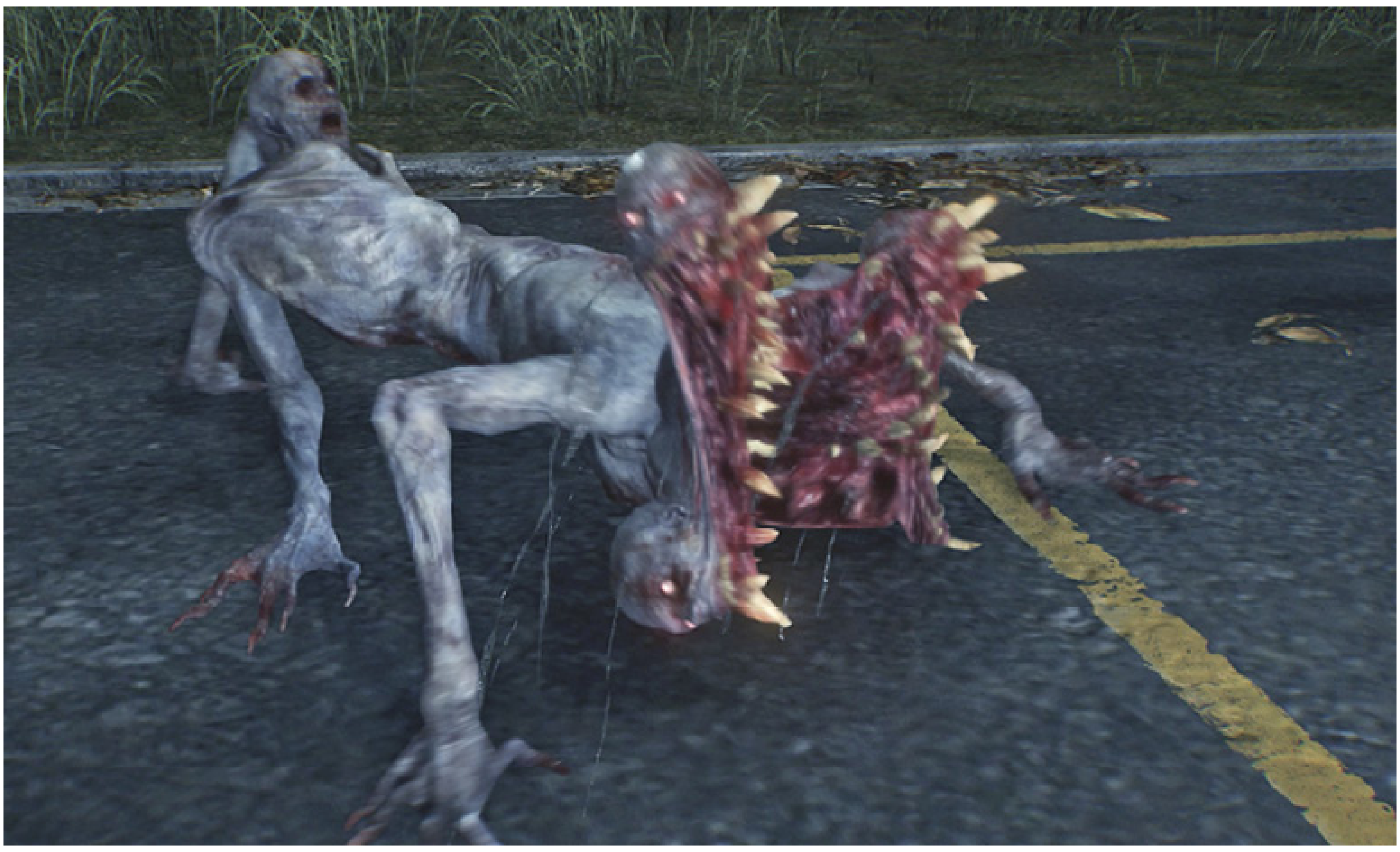
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Grab	When the Anima is aware of you and gets too close	Instant death	Instant death	Instant death



Enemies

Spawn



Encountered in Chapter(s): 3-14

The low-slung Spawn has three hungry heads on one end, split apart to form fearsome jaws full of razor-sharp teeth. It has a single head on its opposite end too. Target the jaws to knock the stunned monster on its back, but be ready for its nasty "flip attack"—the single-head end starts crawling "backwards" toward you, and then the Spawn flips, flinging its jaws-end right into your face! A good tactic is to immobilize the Spawn with a Shock Bolt, letting you press in close for a volley of headshots on its twitching ugly body.

Health

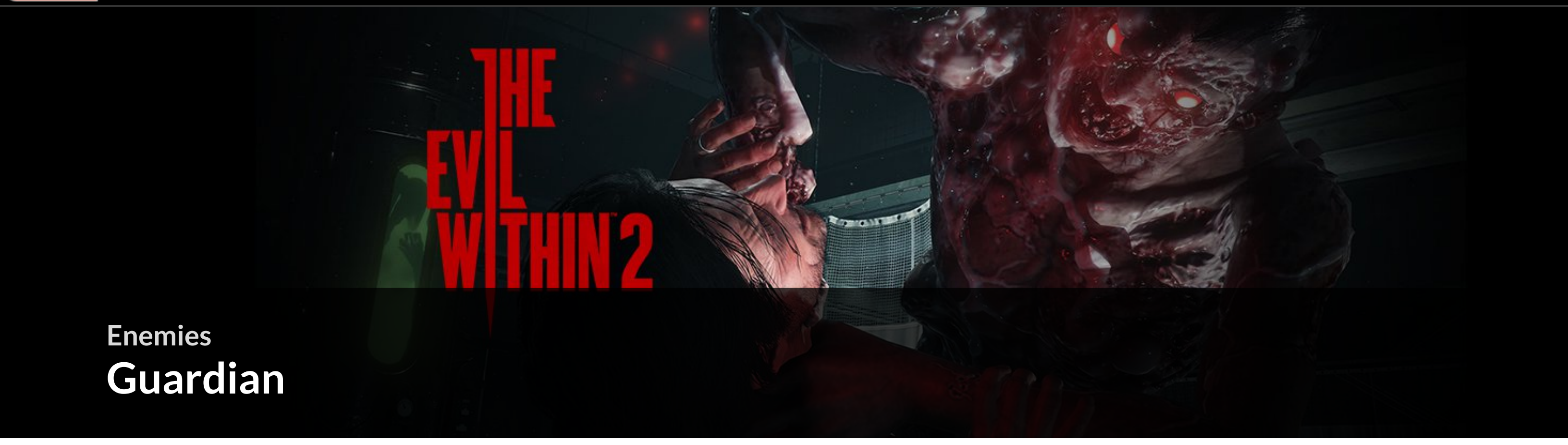
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

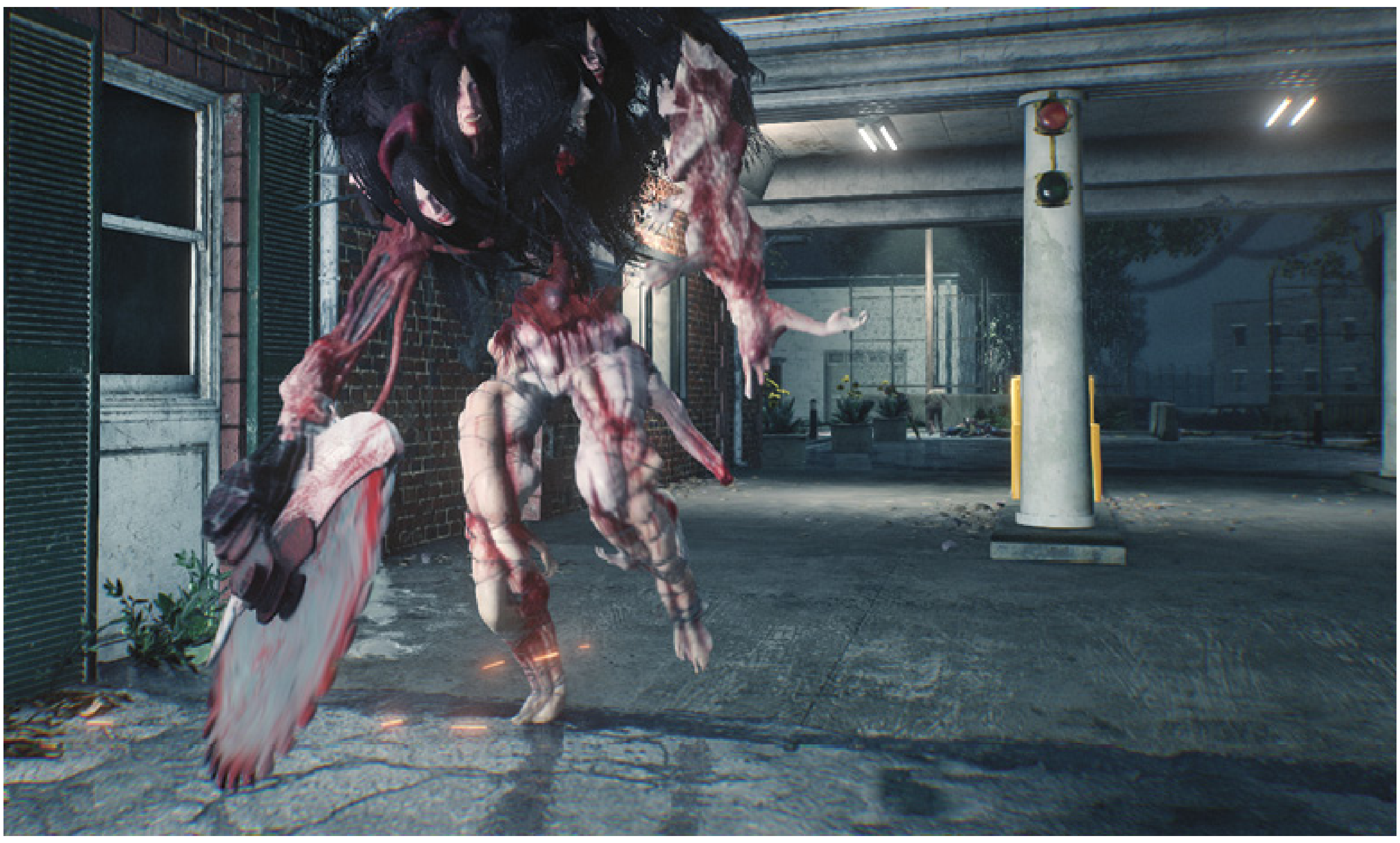
SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Scratch	-	12	30	45
Bite (close/long range)	-	12	30	45
Bite (threat)	-	12	30	45
Bite (left/right feint)	-	12	30	45
Flop attack	Occurs randomly when knocked down and flipped onto back	12	30	45



Guardian



Encountered in Chapter(s): 2, 5-7

This laughing monstrosity will become a real nemesis as you progress. Constructed of body parts from multiple corpses (including a full ring of heads), the Guardian slings a huge circular saw that can cut Sebastian right in half if she catches him when his health is critically low. Keep circling and shooting, or duck inside a bus or delivery truck. You cannot execute a Sneak Kill on the Guardian, and your Shock Bolt reduces its attacks to half damage. As always, headshots inflict the most damage, and this foe has several heads you can target.

Health

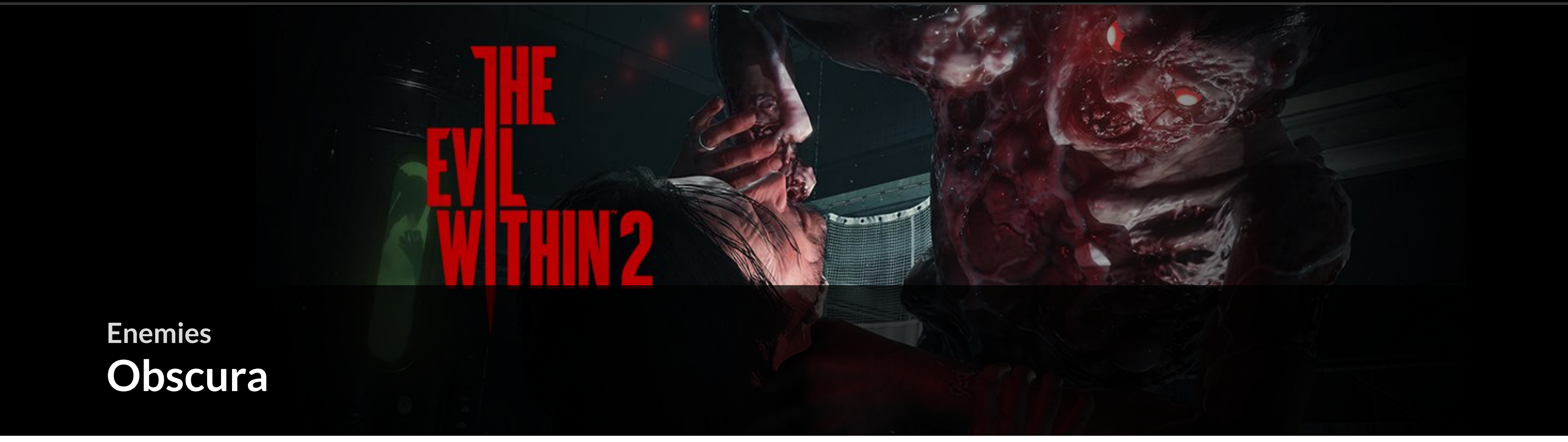
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	Medium/High	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

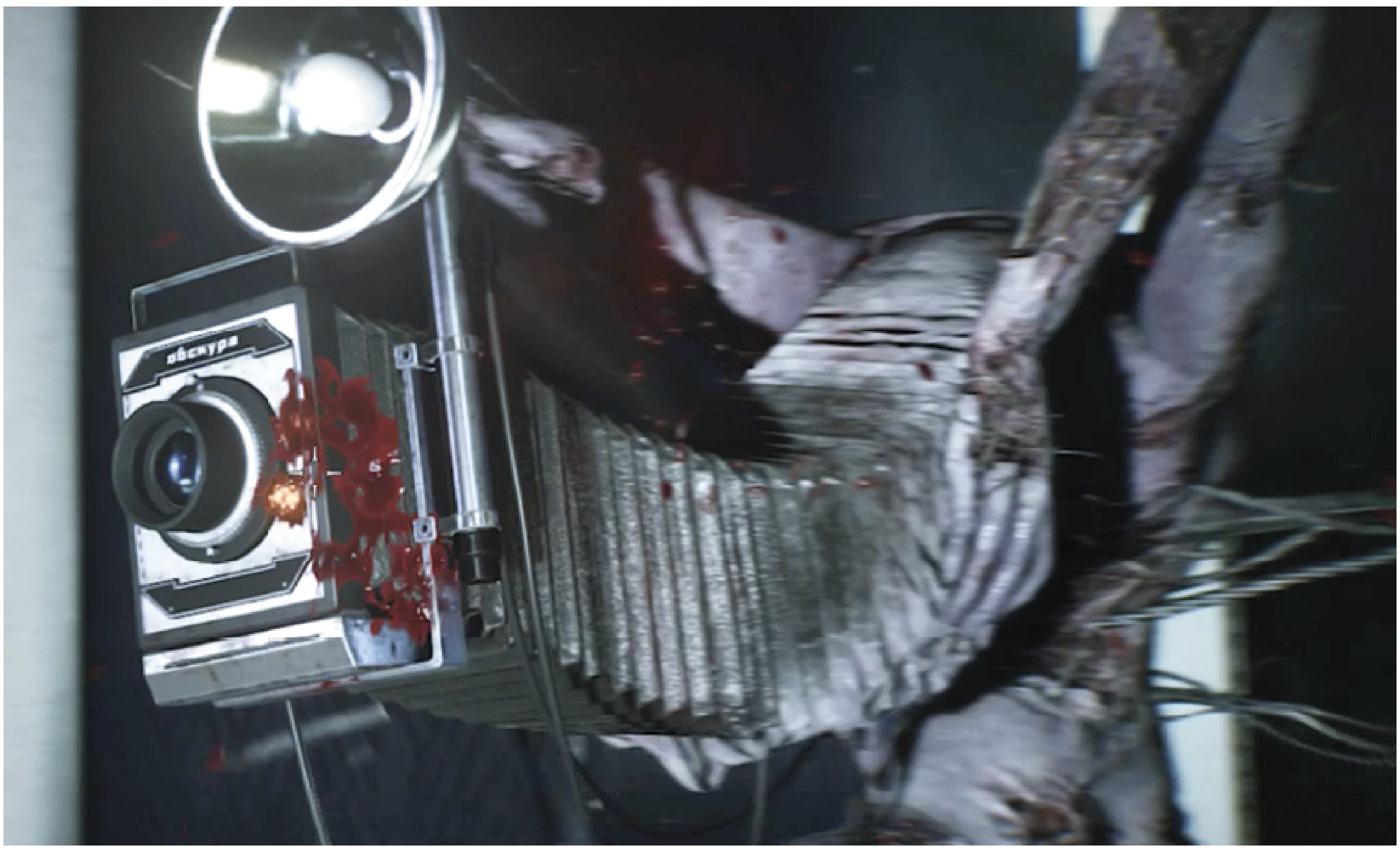
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Swing around circular saw (right, left, behind)	-	45	45	56.25
Swing circular saw left and right (repeatedly)	-	45	45	56.25
Left hand downward swing (forward, back)	When at its feet	40	40	50
Use circular saw to destroy crates	When crates are blocking its path	45	45	56.25
Circular saw downward swing while running	-	45	45	56.25
Downward attack with circular saw from above	When Sebastian is in the back of a truck or bus	45	45	56.25
Sever legs, sever torso	When getting hit by the circular saw at critical health	Instant death	Instant death	Instant death
Circular saw triple strike and horizontal sweep	When hit by a left hand downward swing at critical health	Instant death	Instant death	Instant death



Enemies

Obscura



Encountered in Chapter(s): 5, 7

The three-legged Obscura is an oddly compelling creature, as graceful as it is deadly. Its camera freezes time, so shoot its camera lens to stagger the monster and get time unstuck again. Its fluttering tendrils can be mesmerizing… but they can also pin you to the ground and stab the life out of you, so keep a healthy distance. Note that the Obscura uses its tendrils to walk up walls and across the ceiling, so look for it high and low. Note that the Obscura found inside Stefano's art can be killed, while the one protecting the Stable Field Emitter cannot. Health given below is for the former.

Health

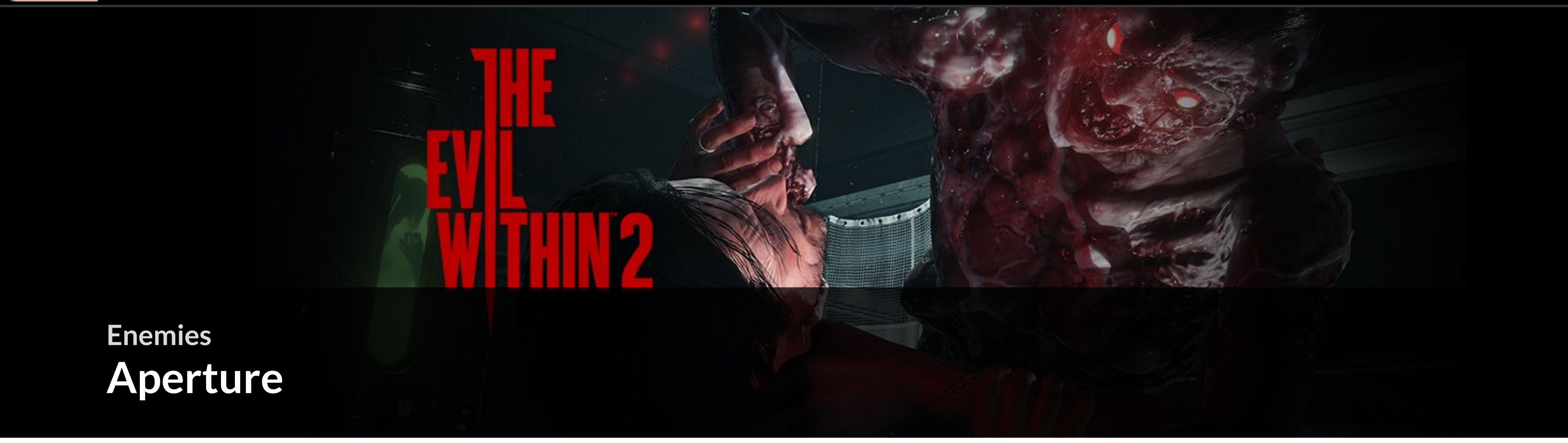
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	High	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

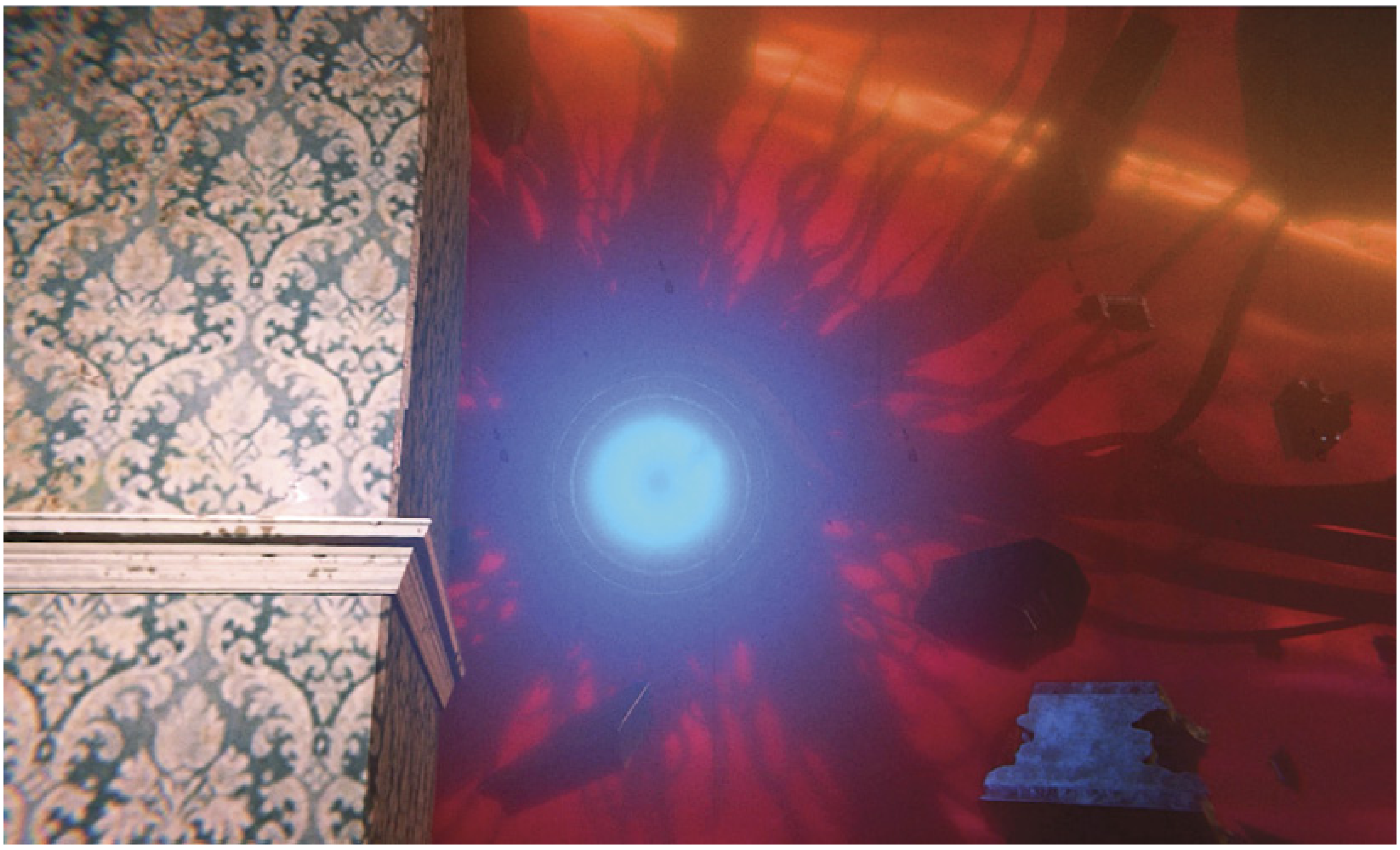
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Tendril stab (Close range, jump)	-	8	20	36
Tendril stab (Long range)	-	10	25	45
Tendril stab (Repeated)	-	8	20	36
Kick	-	8	20	36
Tendril stab	When on ceiling and when coming down	8	20	36



Enemies

Aperture



Encountered in Chapter(s): 5-8

The Aperture seems to hover far above the fray, but don't be fooled. When the big eye drops its tentacle bundles in Union, steer clear of them—touching an Aperture tentacle hurts. Later, when the Aperture tries to protect its master during a chase, it launches a long-range tentacle strike whenever it spots Sebastian; this strike results in instant death. Stay out of its searchlight gaze!

Health

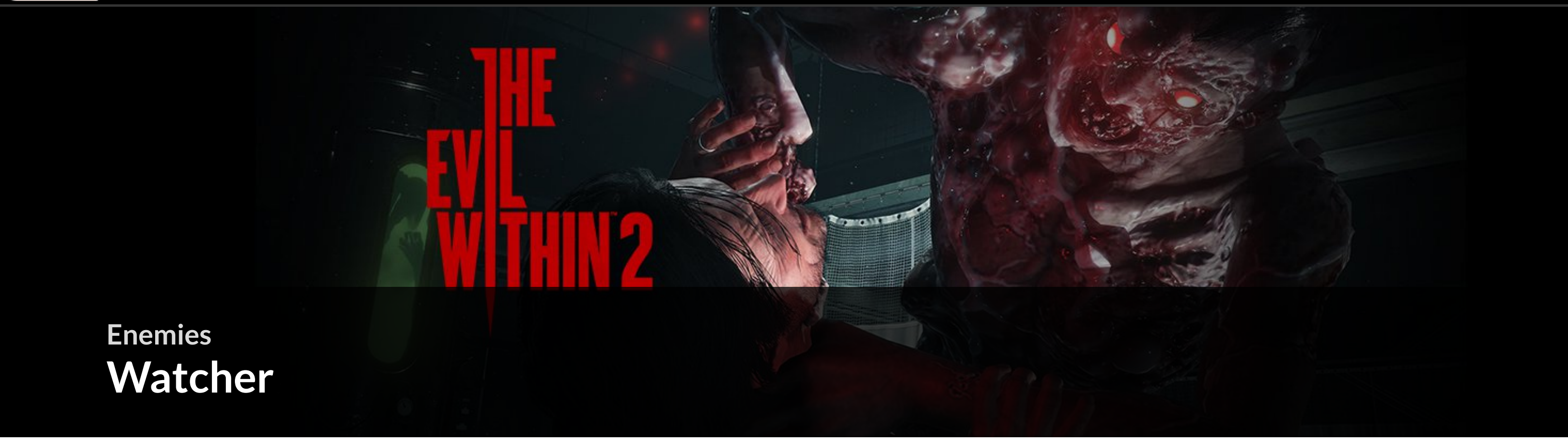
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Invincible	Invincible	Invincible

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
-	-	-	-	-	-	-	-	-

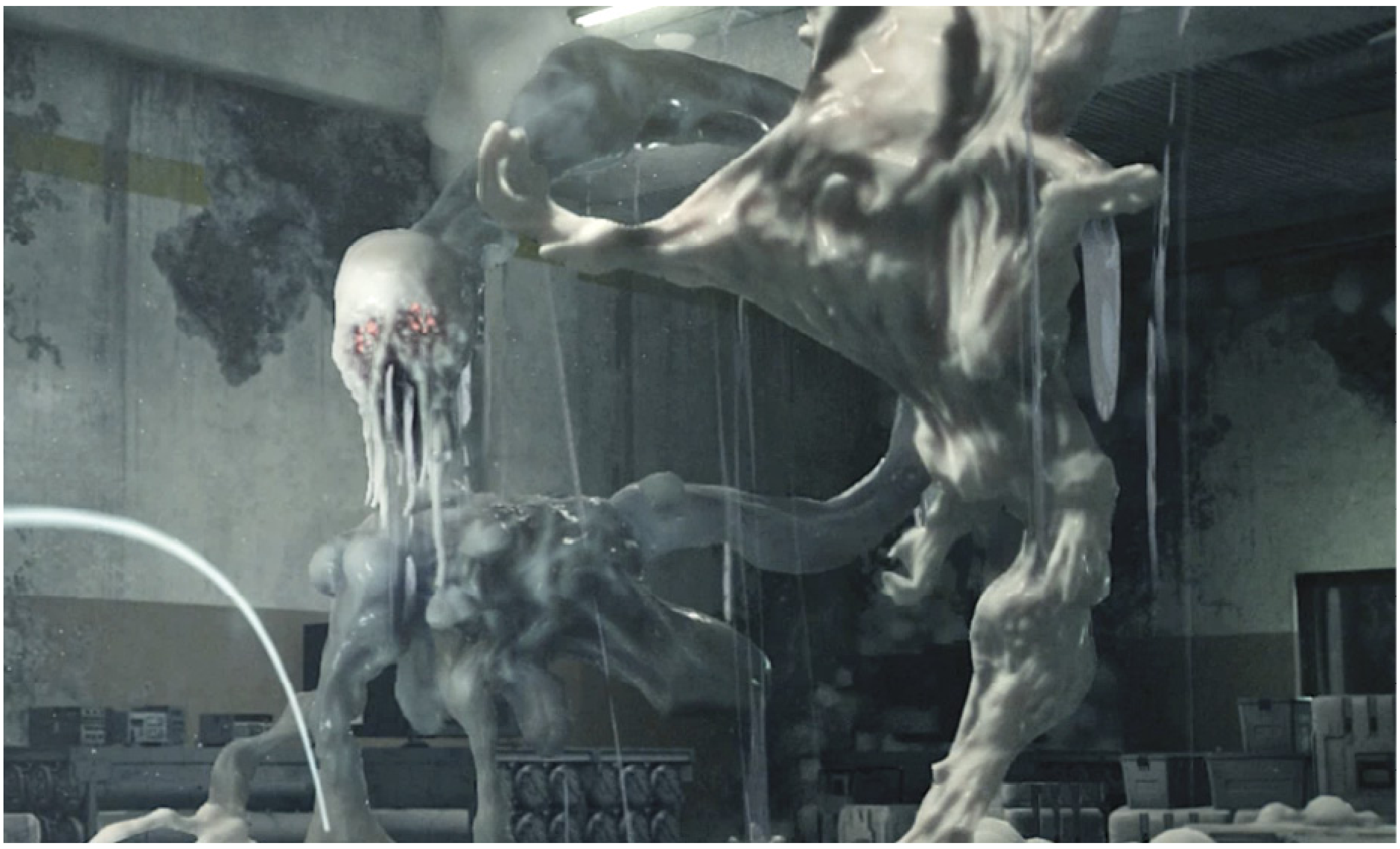
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Tentacle strike	If you get spotted	Instant death	Instant death	Instant death



Enemies

Watcher



Encountered in Chapter(s): 6

This horrifying mass of intelligent white mucus blocks Sebastian's path through The Marrow. Remember that any red patch on the creature is a weak spot—just its eyes at first, but more redness is revealed across its face as you score hits. The Watcher can block and absorb your headshot attempts with its big goopy claws, however. Its spitball attack inflicts splash damage that can strike you even behind cover, and independent claws will pop up from white puddles on the floor, including some behind you! Don't root yourself in one spot.

Health

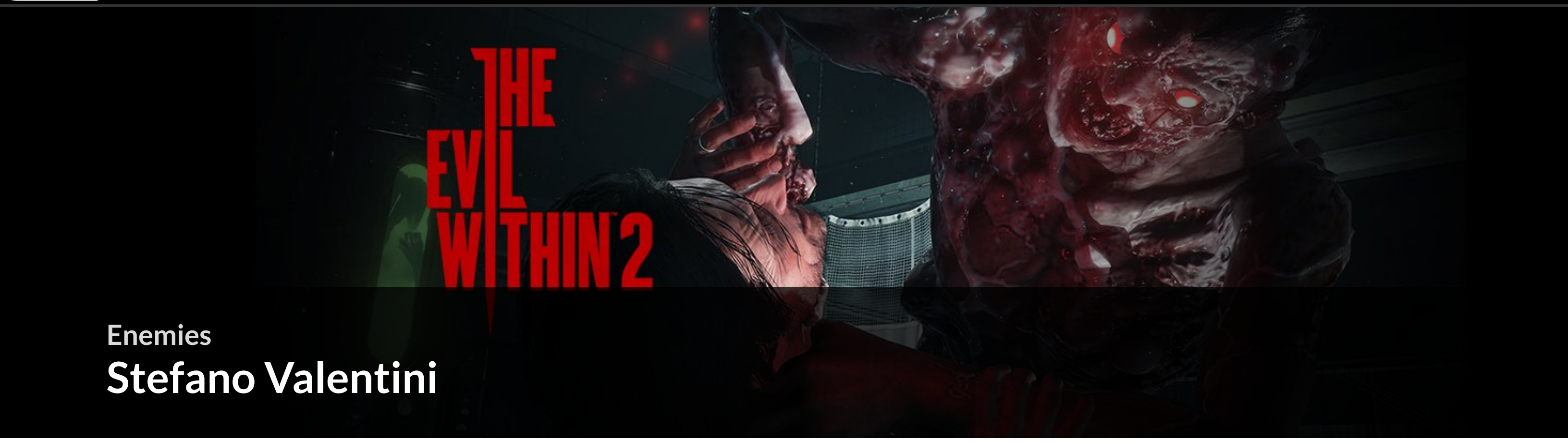
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	Medium/High	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

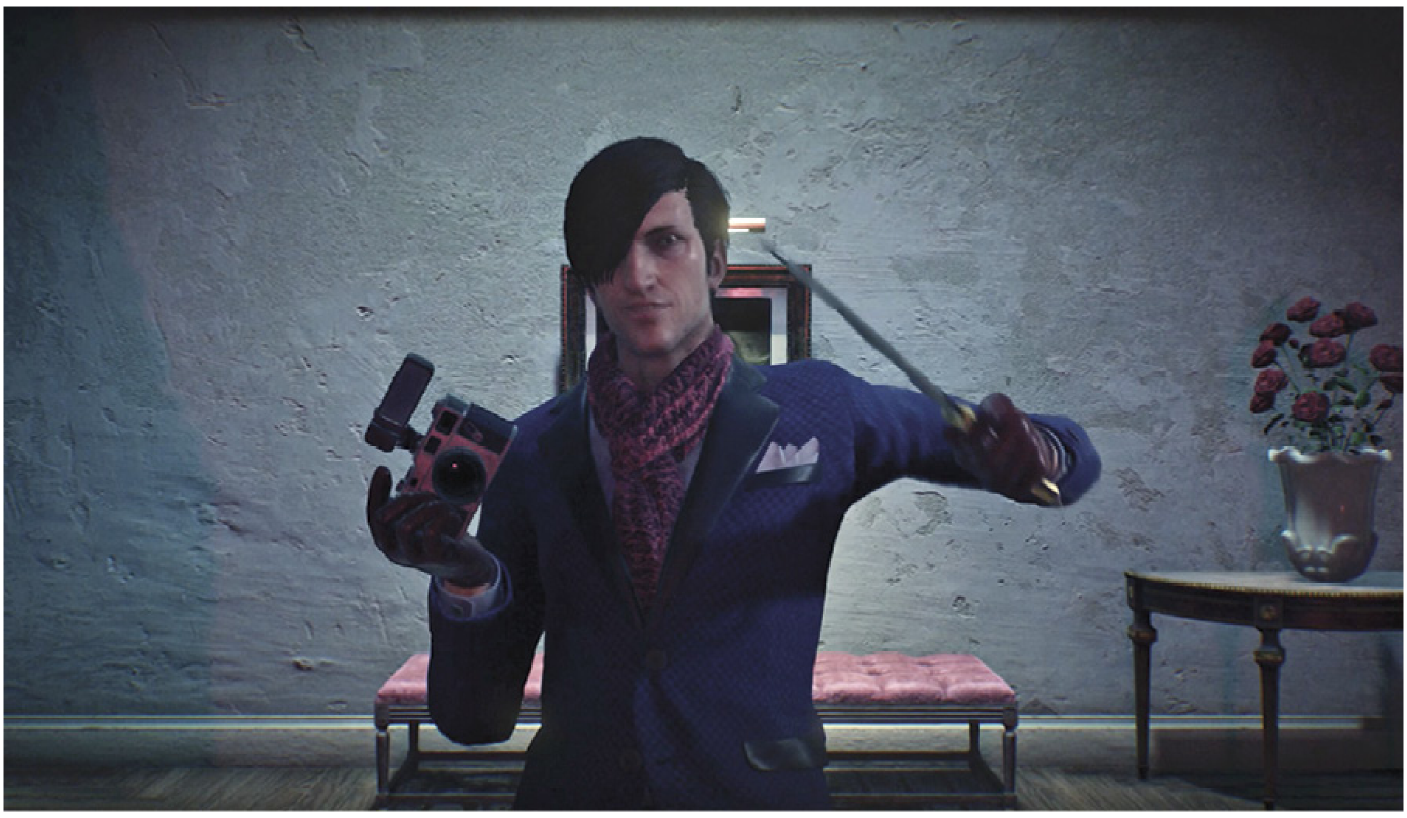
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Hand strike	-	4-4.8	10-12	15-18
Spit projectiles	-	8-10	20-25	30-37.5
Drag/pull in	When you get too close	Instant death	Instant death	Instant death



Enemies

Stefano Valentini



Encountered in Chapter(s): 8

This self-proclaimed artist is a murderous sociopath whose trail of grisly portraits leads Sebastian across Union. His control of STEM reality is formidable. Stefano can phase-shift around the arena, flinging knives from afar then suddenly warping in close for some close-range cutting. His massive companion, the Aperture, adds another layer of complexity to the battle.

Health

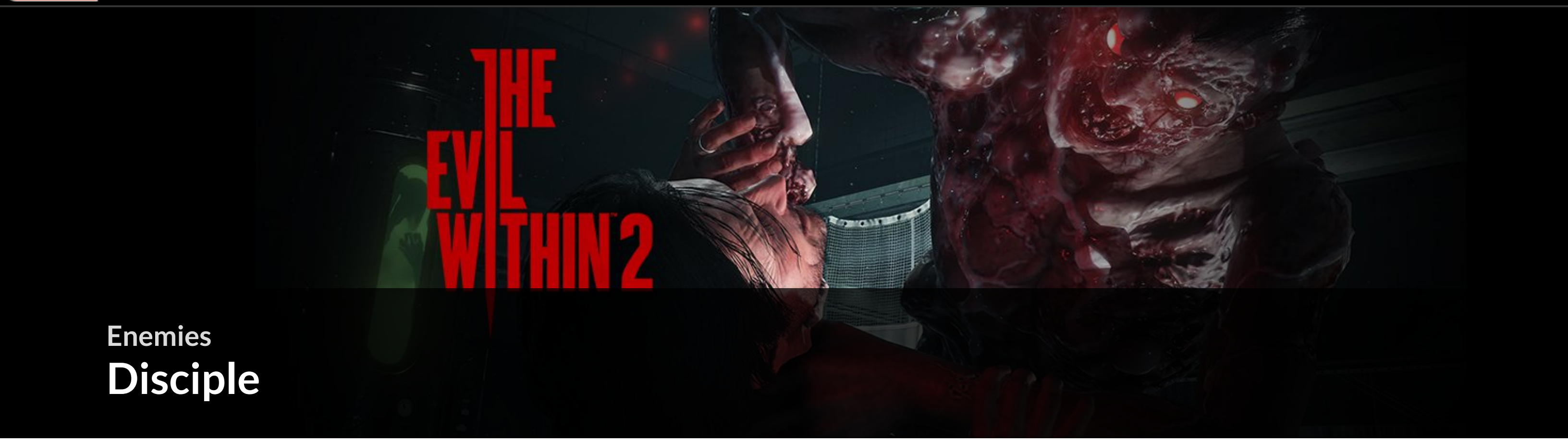
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	Medium/High	High

Weakness/Immunity

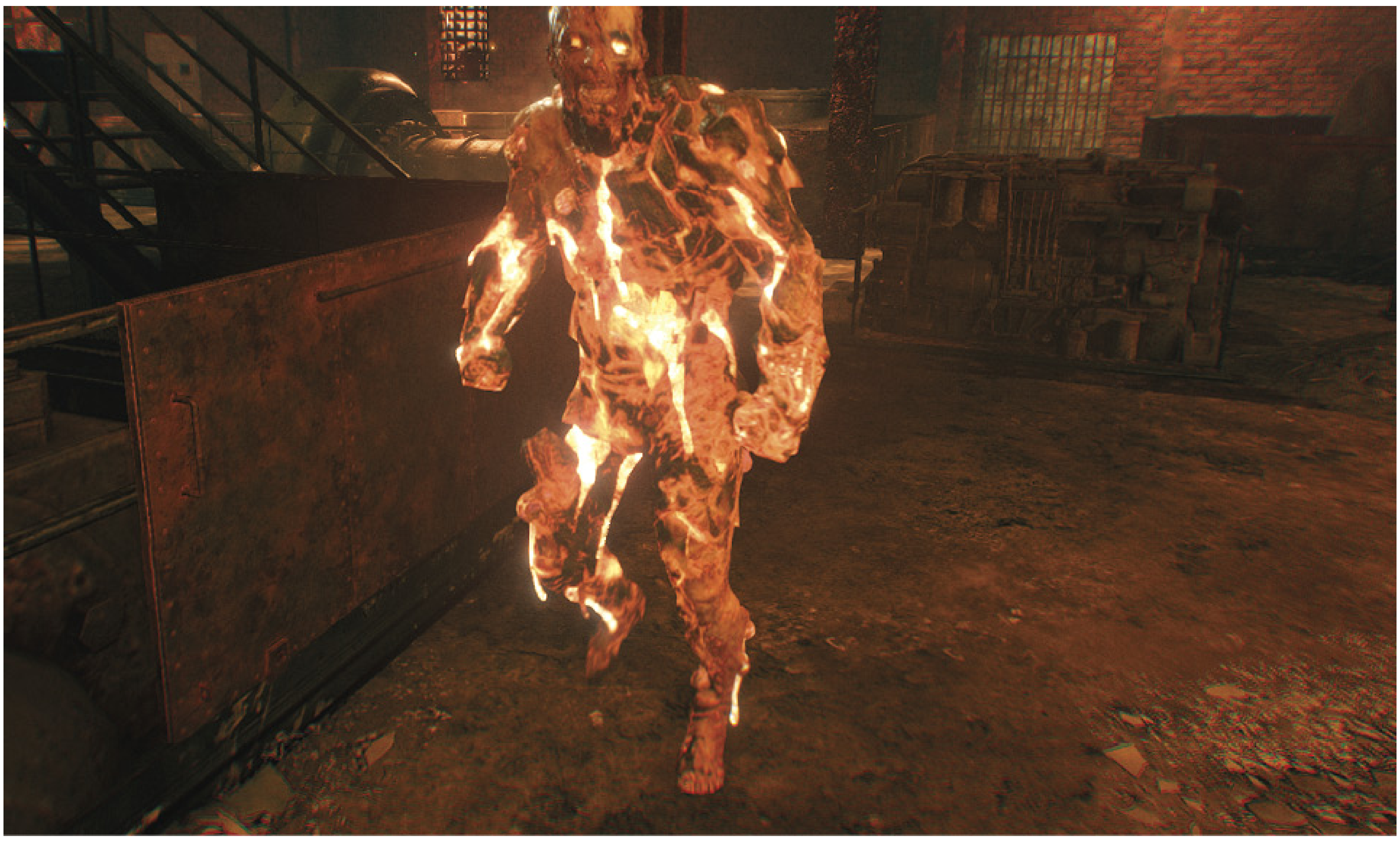
SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Knife attack	Phase 1	26.6	38	57
Knife throw	-	32	32	40
Grab	Phase 1- when slowed	14-18	35-45	52.5-67.5
Create slow-time field	-	0	0	0
Knife attack (repeated)	Phase 2	15.4	22	33
Dash attack	Phase 2	20-24	50-60	75-90
Grenade trap	Phase 2	35	50	75
Aperture tentacle attack	Phase 2	31.5	45	67.5



Disciple



Encountered in Chapter(s): 9-14

The Disciple is a fiery, close-range melee monster that occasionally ignites into flame. When the creature is burning like this, your Sneak Kill does not work; you must wait until his fire goes out before a stealth move can be successful. The Disciple's two attacks are a lunging punch and a dashing tackle that forces you to break free or die. If you nail a Disciple with a headshot, it covers its head with protective arms for a few seconds, making follow-up headshots ineffective. Note that the Disciple has lava running in its veins—if you shoot off an arm, the beast waves the stump around, spraying burning lava at you!

Health

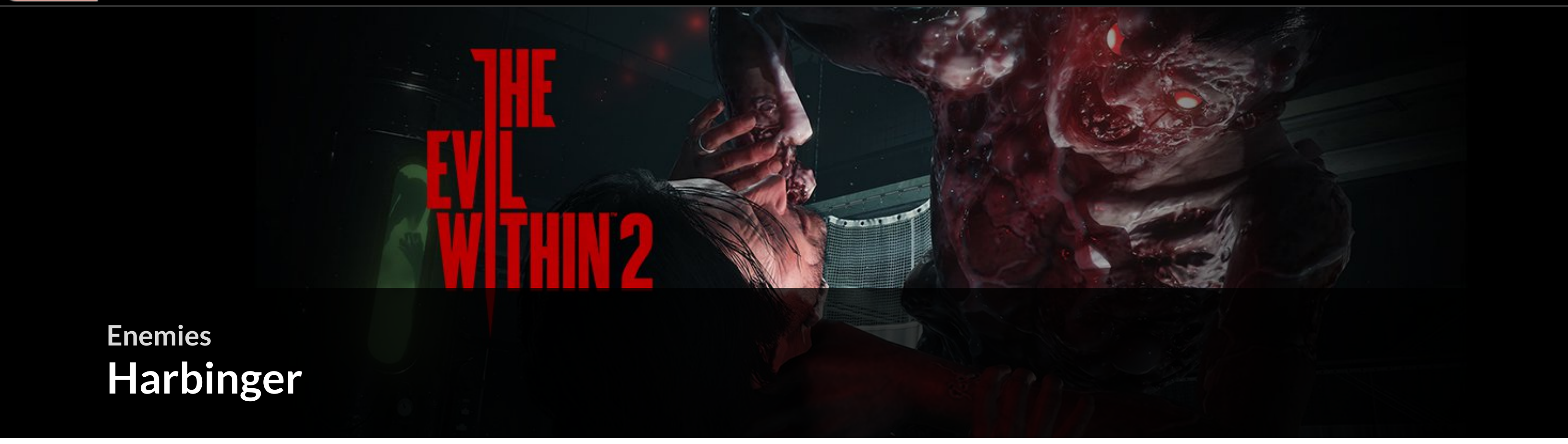
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Only when not burning	N (just ignites their normal burn)	Flame damage on hit is effective	Y	Y	Y	Y	Burn after thawing	Burn after thawing

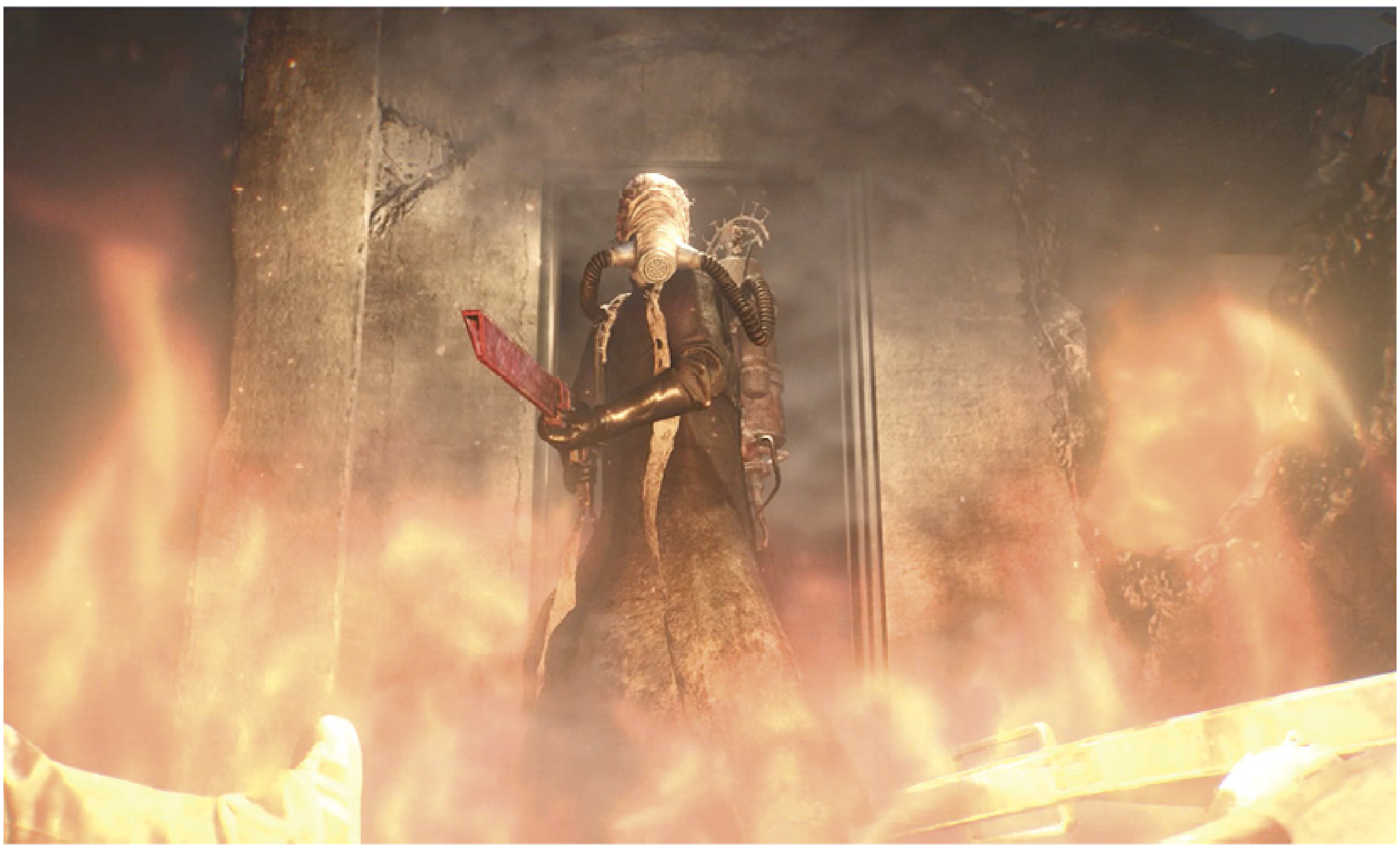
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Grab	-	16 (per second)	40 (per second)	60 (per second)
Punch	-	12	30	45
Tackle	-	16	40	60
Lava spray	From arm stump when arm is destroyed	12	30	45



Enemies

Harbinger



Encountered in Chapter(s): 11-13

This towering foe deploys a blistering Flamethrower attack. The Harbinger's stream of fire has surprisingly good range, so keep your distance and look for headshots with your Sniper Rifle. If you destroy the tanks on his back, the Flamethrower is disabled. But don't think you've got it easy then. The Harbinger is also a powerful melee fighter, using his weapon as a club, and will pursue you relentlessly.

Health

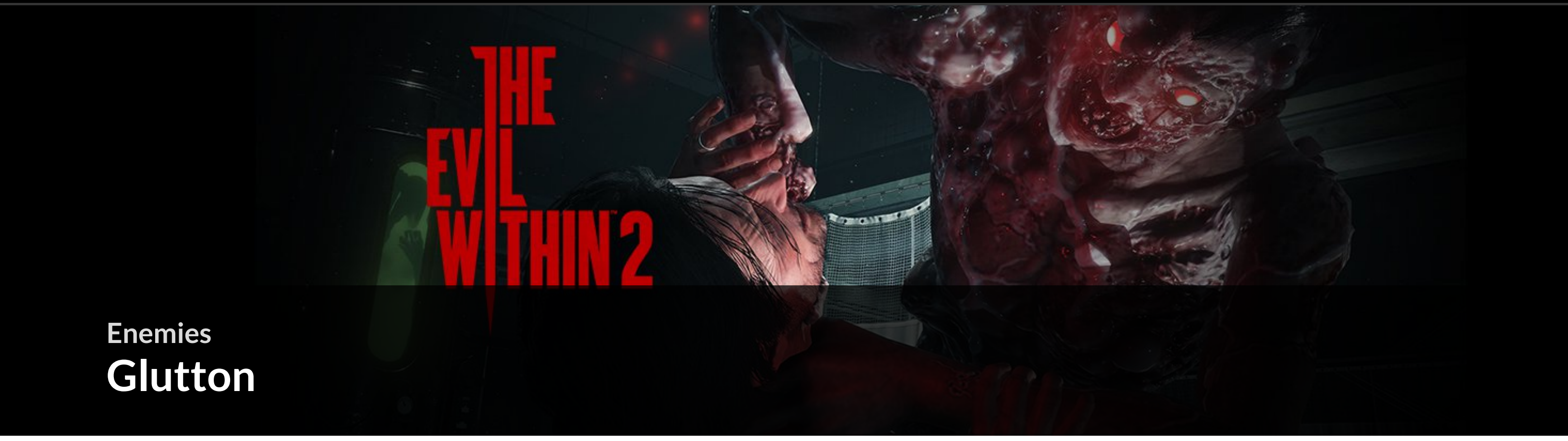
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Medium	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y (but one attack is not enough to kill)	N	Does physical damage	Y	Y	Y	Y	Freeze but no shatter	Freeze but no shatter

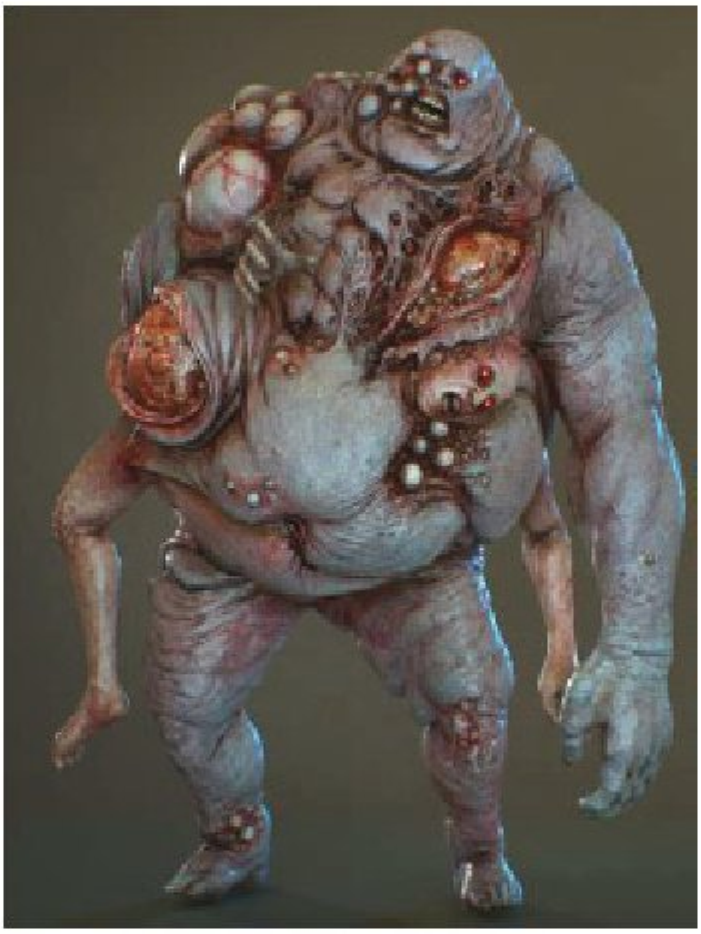
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Flamethrower sweep (right, left, behind)	-	16	40	60
Flamethrower overhead sweep	-	16	40	60
Flaming projectile	-	20	50	75
Flame blast (sweeping)	-	16	40	60
Flame blast (tracking)	-	16	40	60
Flame blast (turning around)	-	16	40	60



Enemies

Glutton



Encountered in Chapter(s): 12-13

The Glutton has only one attack, but it's a killer. Aside from eating tons of dead flesh, its entire reason to exist is to get close to you and explode. This detonation spreads outward in a lethal radius of pain, with anything up close likely to suffer fatal damage. Hit this huge target with sniper fire from afar. He's hard to miss. Score a headshot to take it down and keep it from exploding.

Health

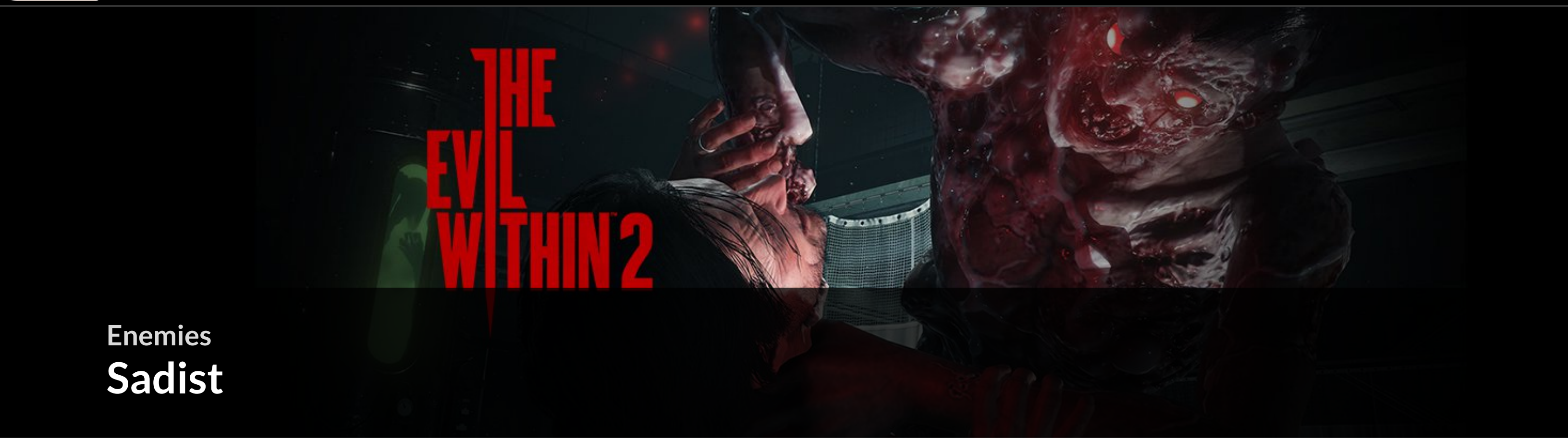
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

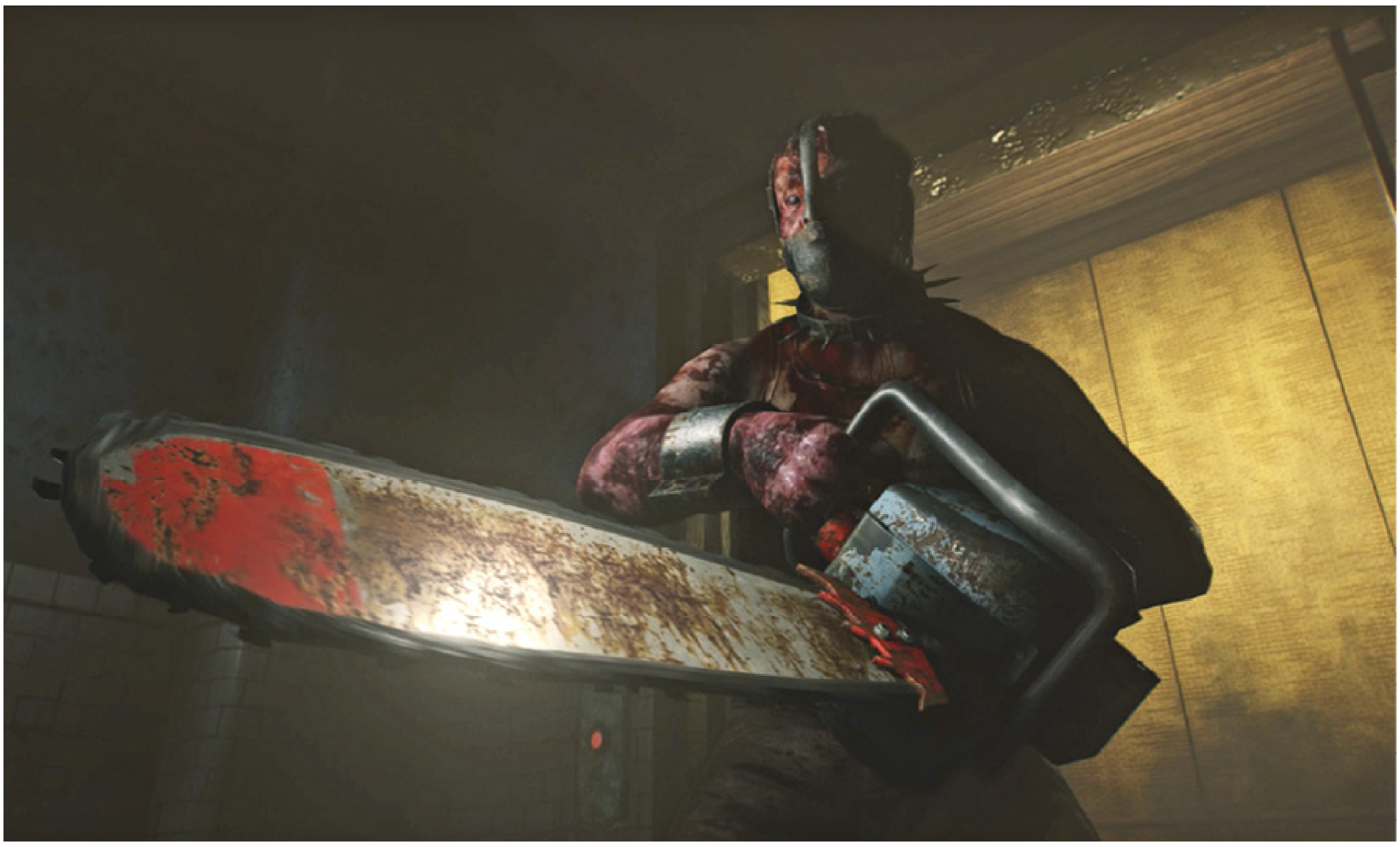
SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y (but not when swollen)	Y	Y	Explode	Explode	Explode	Explode	Freeze but no shatter	Freeze but no shatter

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Explode (damage relative to proximity)	-	12-40	30-100	45-150



Sadist



Encountered in Chapter(s): 14

Sebastian’s encounter with the Sadist, another old pal from Beacon Mental Hospital, is mercifully short… but frightening nonetheless. If this masked freak catches you during the chase sequence, his chainsaw metes out instant death.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
n/a	n/a	n/a

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
-	-	-	-	-	-	-	-	-

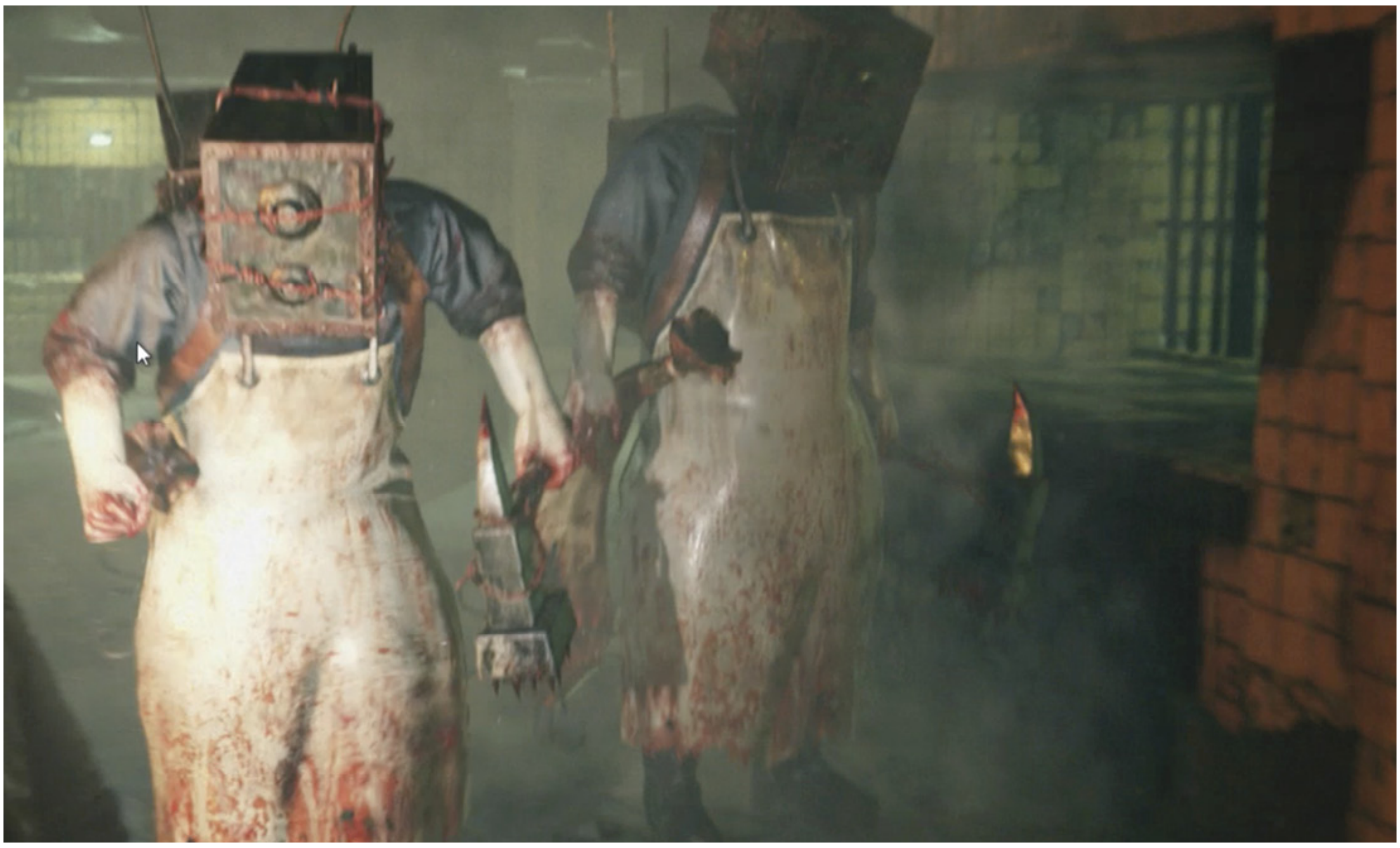
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Chainsaw attack	When you let him get too close	Instant death	Instant death	Instant death

THE EVIL WITHIN 2

Enemies

The Keeper



Encountered in Chapter(s): 14

The Keeper is an old nemesis for Sebastian, dating back to the trauma at Beacon Mental Hospital. This meaty brawler rushes in close to bludgeon foes, swinging his massive meat tenderizer with one hand and a sack of his victims' brains with the other. The space is tight in the arena where you face him, so bring your best shotgun to the battle.

Health

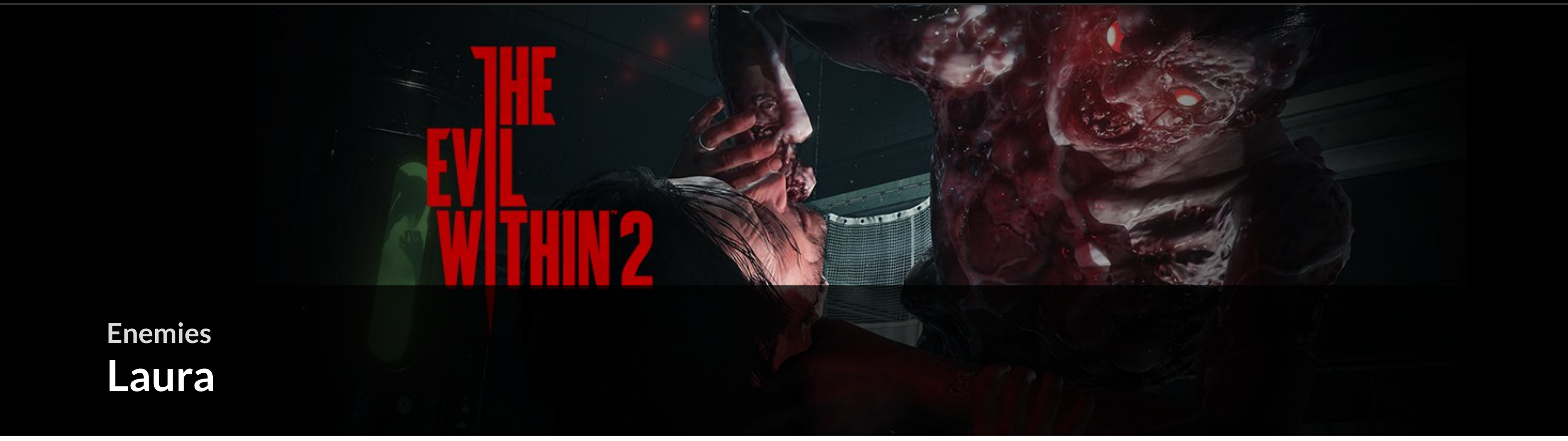
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
n/a	n/a	n/a

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	Y	Y	N	Poison damage works	Freeze but no shatter	Freeze but no shatter

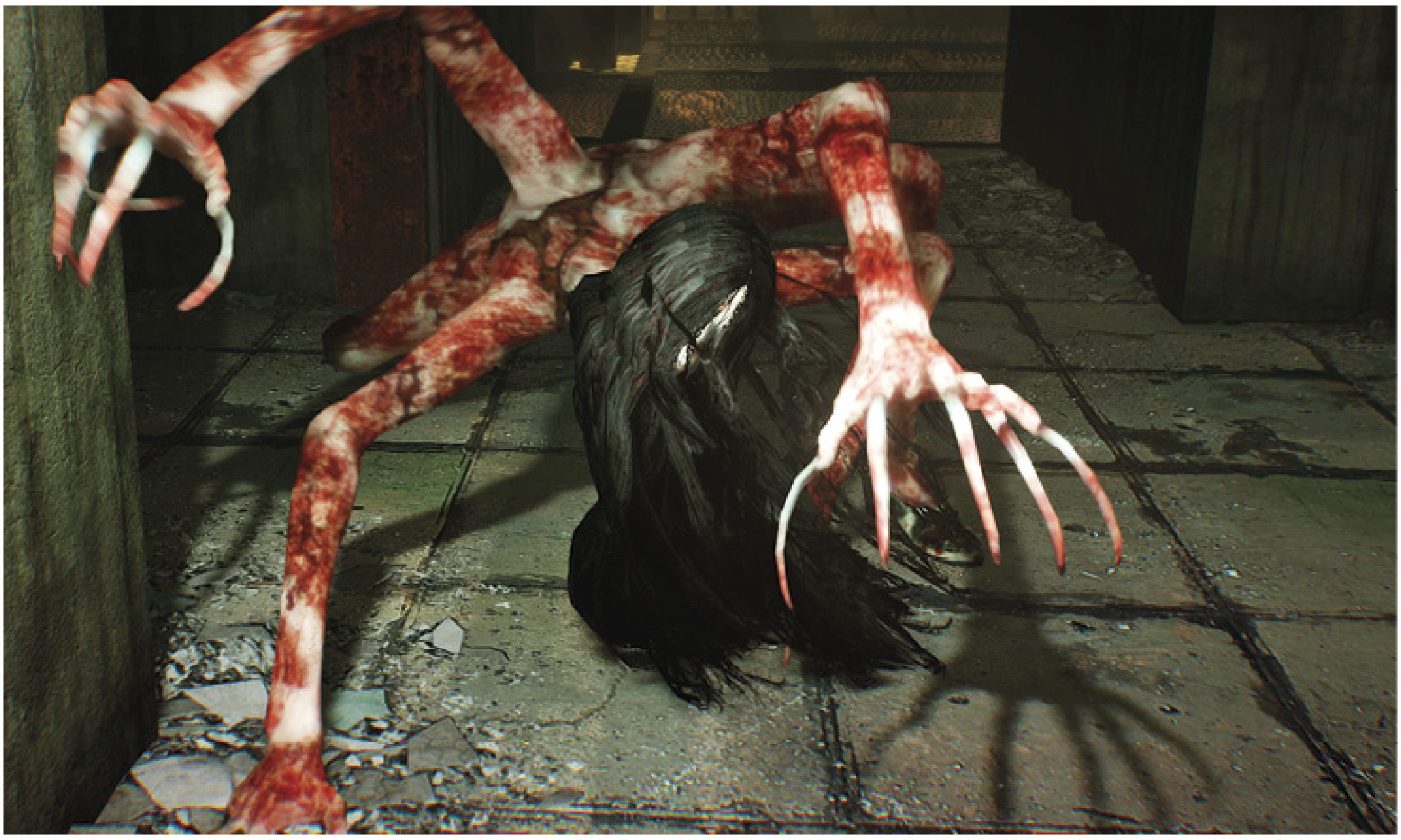
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Strike (Hammer, sack)	-	16	40	60
Tackle	-	16	40	60



Enemies

Laura



Encountered in Chapter(s): 14

Laura is another creature brought back from the nightmare Sebastian experienced in Beacon Mental Hospital. She can execute an ultra-quick series of short-range teleport jumps, and her Grab attack inflicts instant death. She's also immune to Sneak Kills. But fire-based attacks deal her heavy damage. A fully loaded Flamethrower can bring Laura down, and the arena where you meet her also features a tricky flame-nozzle mechanism. Activating the mechanism takes a few seconds of attention that can leave you vulnerable to Laura's lethal grab, so use Shock Bolts to immobilize her during the process.

Health

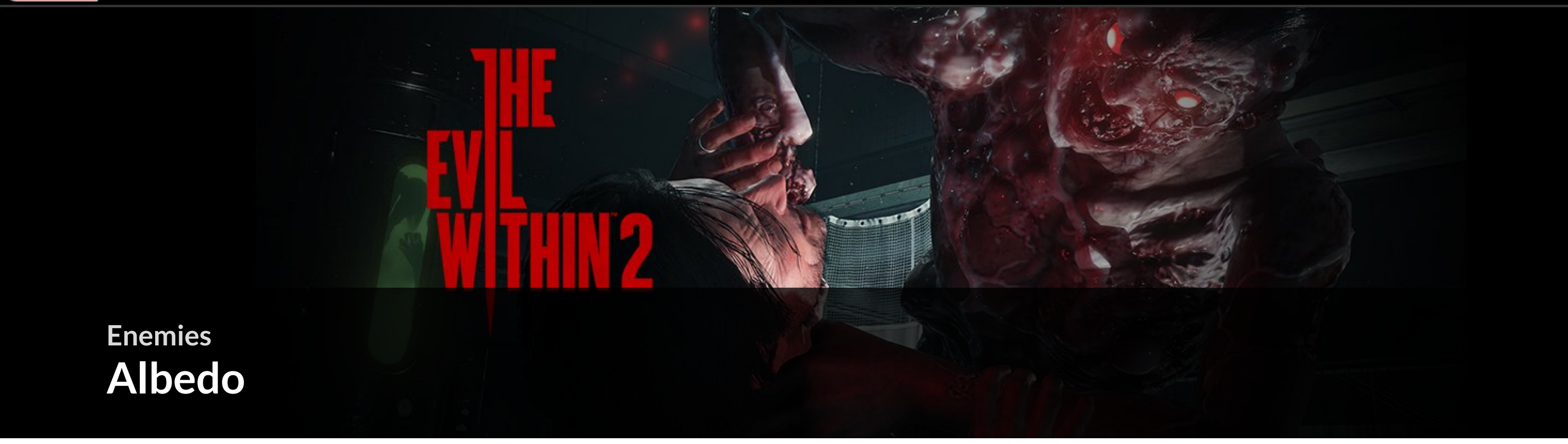
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium/High	High	Very High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Extra damage	Extra damage	Y	Y	N	Poison damage works	Freeze but no shatter	Freeze but no shatter

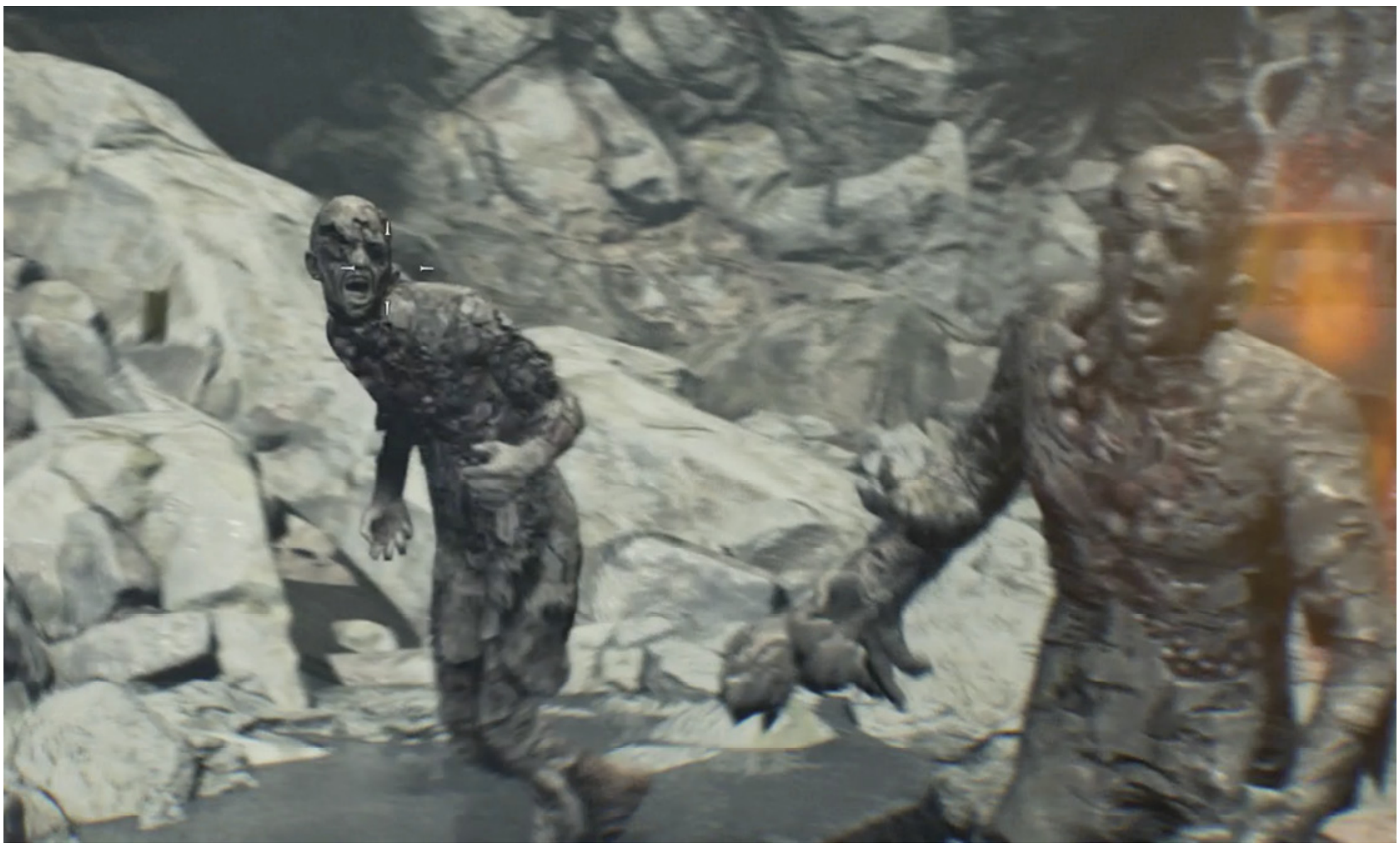
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Grab	-	Instant death	Instant death	Instant death
Scratch	-	20	50	75



Enemies

Albedo



Encountered in Chapter(s): 15

The Albedo has aggressive search and swarming behavior. Its attacks are much like the Lost's, but it is tougher and more durable; it takes several headshots to bring one down. The Albedo relies on a basic punch, and then if it manages to grab you, it will repeatedly punch or strangle you, inflicting steady damage per second until you can break free. Even if you shoot off its legs, the Albedo can make a crawling ankle grab. When it dies, it shatters into pieces.

Health

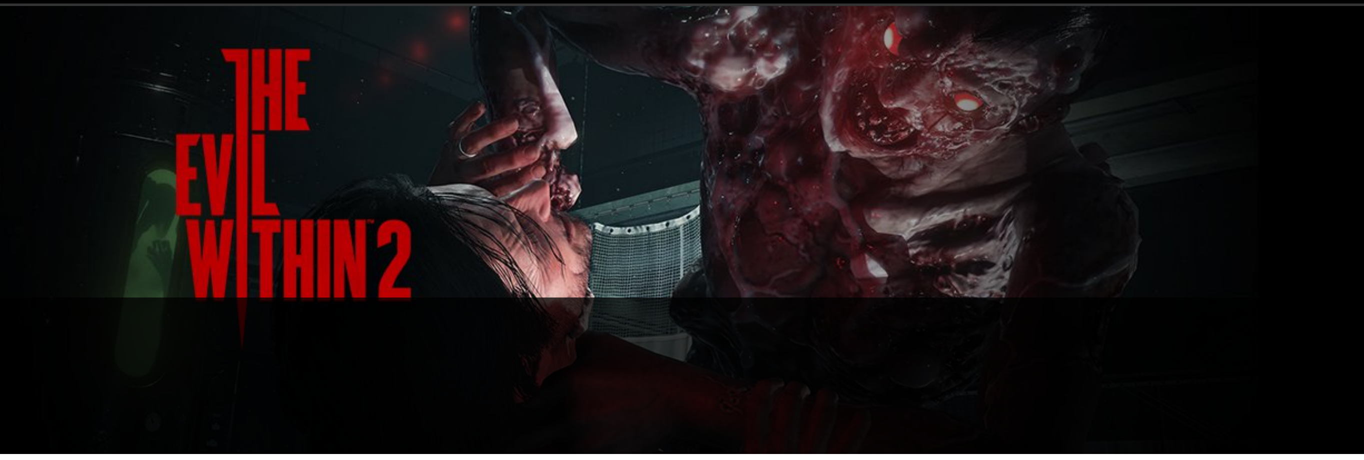
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low/Medium	High

Weakness/Immunity

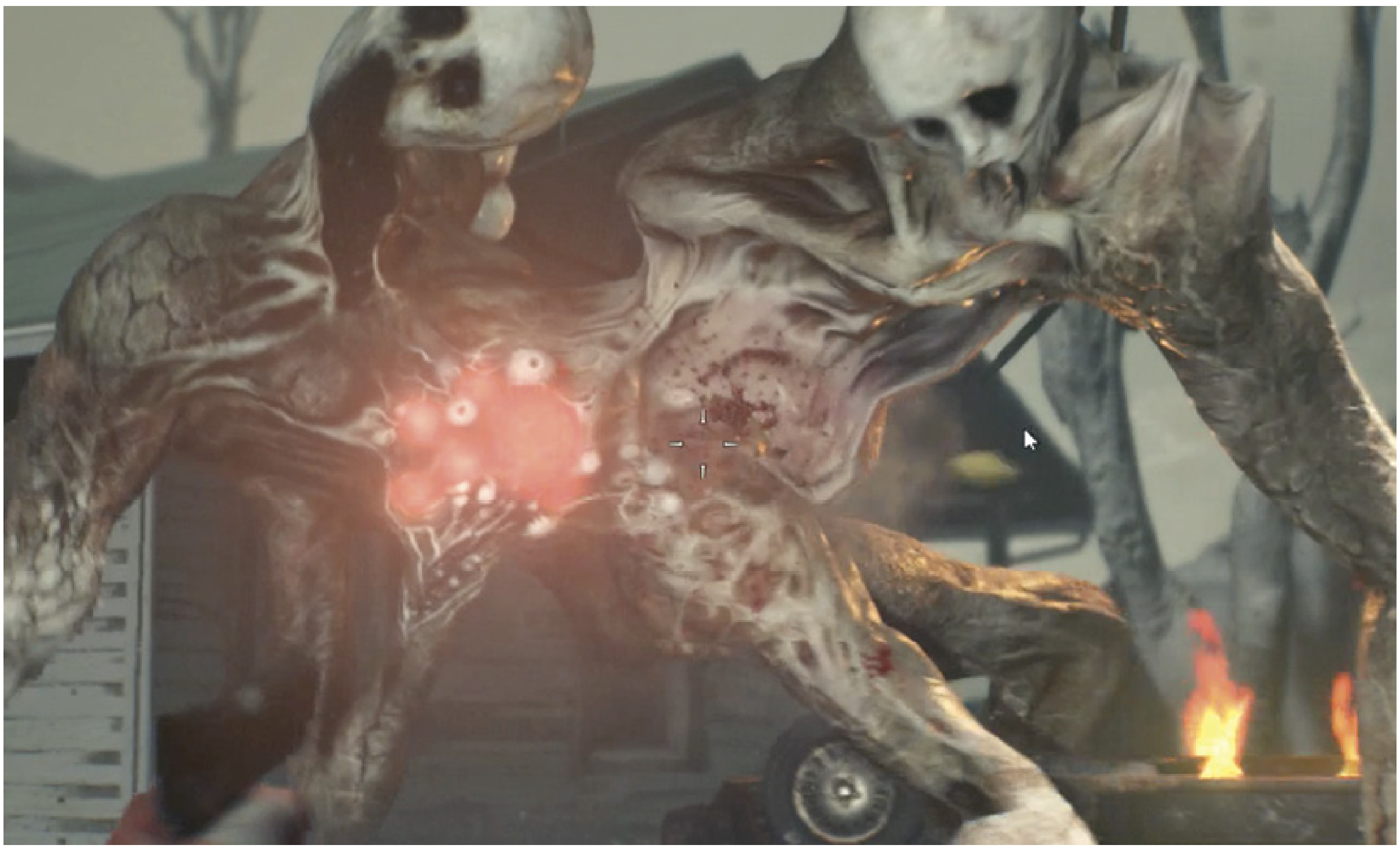
SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
Y	Y	Y	Y	Y	Y	Y	Y	Y

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Punch	-	12	30	45
Grab (grab-and-punch, strangle)	-	16 (per second)	40 (per second)	60 (per second)
Crawling ankle grab	When legs have been blown off or when one comes crawling out from somewhere	16 (per second)	40 (per second)	60 (per second)



Effigy



Encountered in Chapter(s): 15

The Effigy loves to slam its electrified power pole into the ground to inflict some shocking damage. This two-headed boss has a powerful, rhino-like charge that isn't particularly speedy, but hurts bad if you don't get out of the way. Target its weak point, the red organ in its torso, to score extra damage. Headshots also score big.

Health

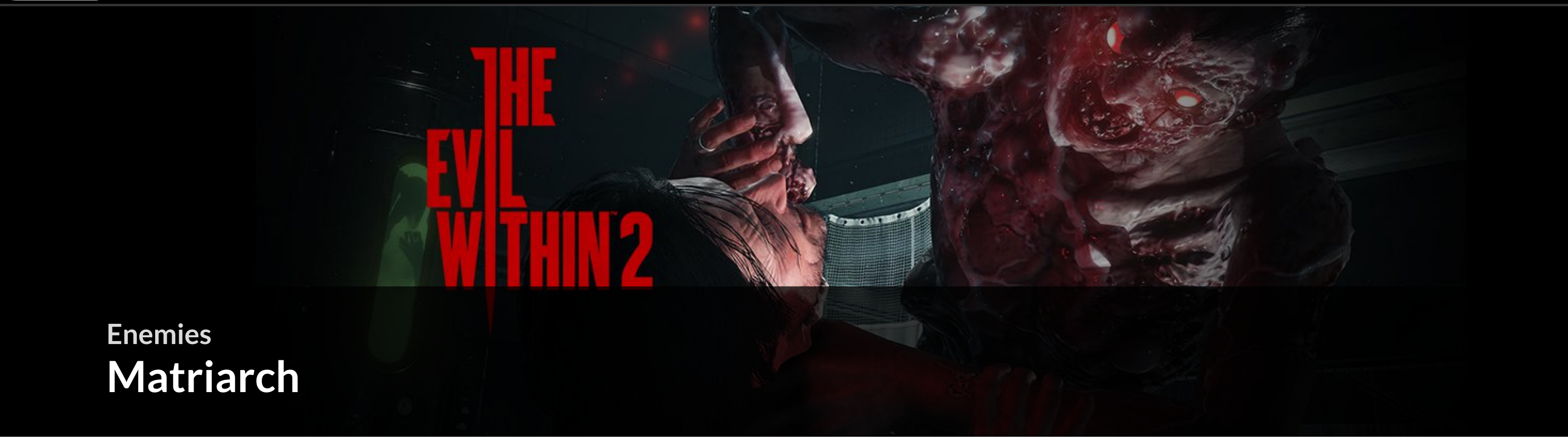
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	Medium/High	High

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
-	Y	-	N	N	Y	Y	-	-

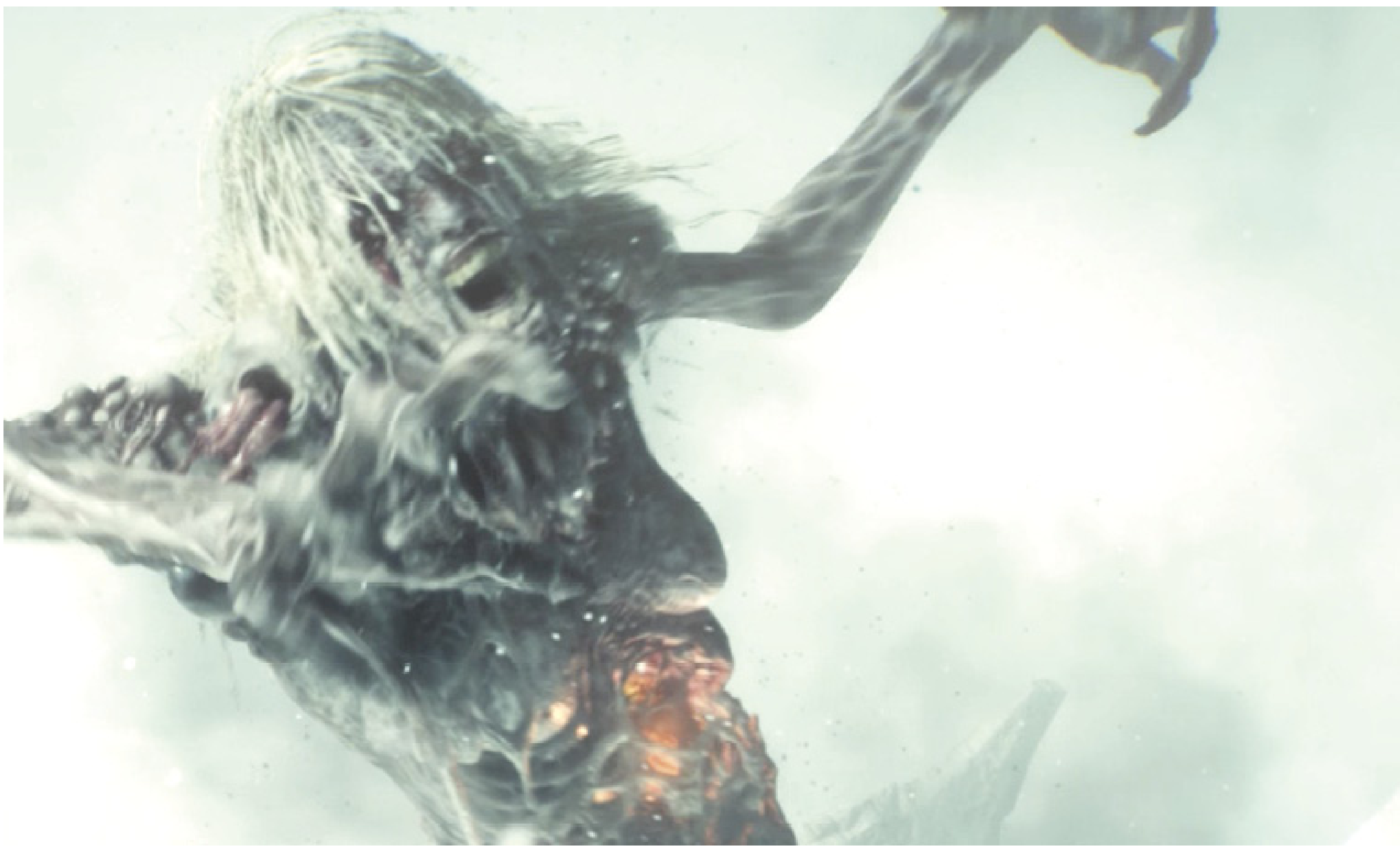
Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Strike	-	16	40	60
Left sweep (small radius)	-	16	40	60
Left sweep (large radius)	-	16	40	60
Shock	-	16	40	60
Right sweep	-	16	40	60
Charge	-	20	50	75



Enemies

Matriarch



Encountered in Chapter(s): 16

The massive Matriarch is your ultimate challenge. Fighting her proceeds in three separate phases. (Check out Chapter 16 of our Story Walkthrough for detailed tactics.) She is immune to basic shock, smoke, and freeze attacks with your crossbow. The key is to target the red glowing parts of her body.

Health

CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Medium	Medium/High	High

Weakness/Immunity

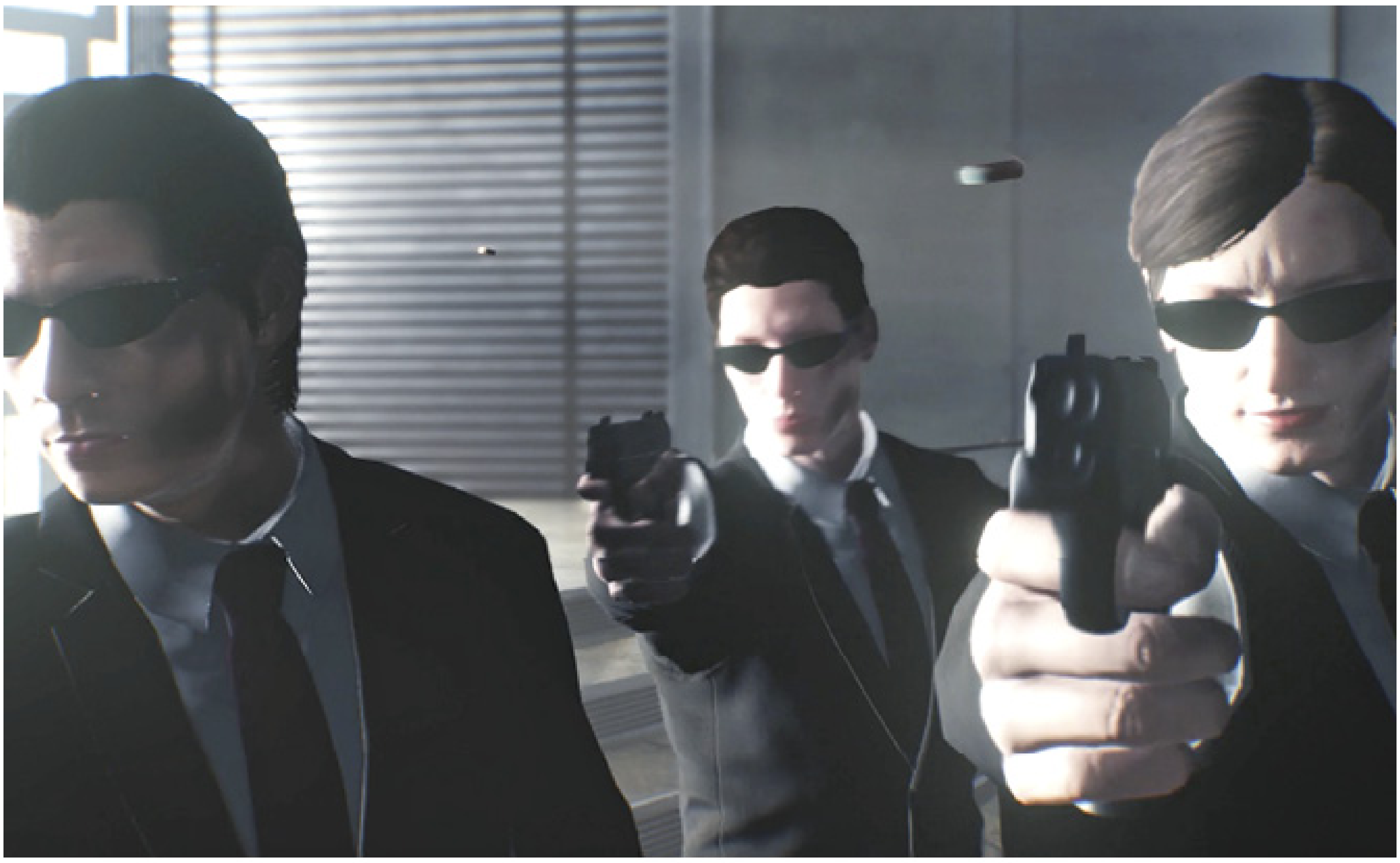
SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
N	Y	Y	N	Shock damage works	N	Poison damage works	N	N

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Mow down	First form	15.2	38	57
Strike	First & second forms	15.2	38	57
Strike (repeatedly)	First & second forms	15.2	38	57
Shockwave	First form, follows second form Strike	26	26	32.5
Spider swarm (per bite)	When her second form's health gets below a certain point, she spits up spider eggs that hatch	0.4	1	1.5
Tentacle Strike	Third form	15.2	38	57
Tentacle mow down	Third form	15.2	38	57
Small tentacle attack	-	8	20	30

THE EVIL WITHIN 2

Mobius Security



Encountered in Chapter(s): 17

The first wave of Mobius agents are basic gunmen with pistols. Just shoot them, preferably in the head. The second Mobius security wave tosses grenades that inflict massive damage. To avoid this damage, duck down behind your cover.

Health

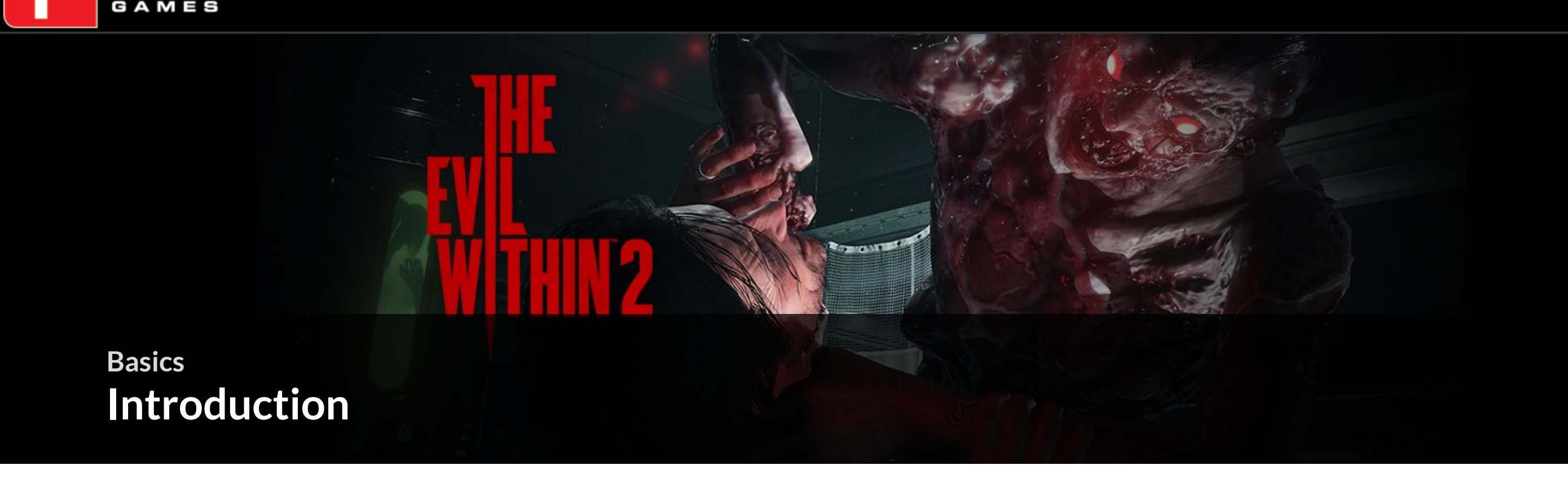
CASUAL	SURVIVAL	NIGHTMARE/ CLASSIC
Low	Low	Medium

Weakness/Immunity

SNEAK KILL	FIRE	HARPOON EX	SHOCK	SHOCK EX	SMOKE	SMOKE EX	FREEZE	FREEZE EX
-	-	-	-	-	-	-	-	-

Attacks

ATTACK	SPECIAL CONDITIONS	DAMAGE INFLICTED (CASUAL)	DAMAGE INFLICTED (SURVIVAL)	DAMAGE INFLICTED (NIGHTMARE/CLASSIC)
Gun	-	2	5	7.5
Grenade	-	16	40	60



Introduction

THE STORY SO FAR

Three years ago, Police Detective Sebastian Castellanos was called to the scene of a brutal slaughter in Krimson City's main psychiatric hospital, Beacon Mental Hospital.

At first glance, it looked like the work of a twisted mass murderer, but soon Sebastian was trapped in something darker, stranger, and more frightening that he could have ever imagined.

Sebastian was unknowingly connected to a machine called STEM which creates a world for all those connected to share a consciousness. At the center of this world was a madman named Ruvik. A shadowy organization known as Mobius had developed this STEM technology for their own unknown purposes, but Ruvik took control to create his own nightmarish reality.

Sebastian managed to survive his STEM immersion and escape from the monsters and horrors born from Ruvik's mind. However, Sebastian's run-in with Mobius and STEM had really only just begun…

CHARACTERS

SEBASTIAN CASTELLANOS

Since the incident at Beacon Mental Hospital, Sebastian has been a tortured man. He lost his family, his partners, his job, and his faith in anything good. After three years of a frenzied search for the truth, Sebastian is now broken: lost in drink and inescapable dark visions. But then his ex-partner Kidman suddenly appears out of the blue. Sebastian learns that the only way to escape the bad dream is to plunge back into a new Mobius nightmare.

LILY CASTELLANOS

Sebastian thought his beloved daughter perished in a house fire years ago. But it turns out that Mobius considered Lily's pristine consciousness to be the perfect Core for a new STEM world. Sebastian failed to save Lily once. Can he find her and redeem himself?

MYRA CASTELLANOS

Sebastian's wife had other ideas about the mysterious accident that tore Lily from their lives. But Sebastian was too grief-stricken to listen to Myra's "conspiracy theories." Now, after his reunion with Kidman, Sebastian learns that Myra was right all along…

JULI KIDMAN

Sebastian's former protégé at the KCPD turned out to be a double agent for Mobius. Now she wants to pull him back into another unstable, terrifying STEM world—this time to save his daughter. Does Kidman really have his back? Or is this another betrayal?

THE ADMINISTRATOR

He's the dark, singular force behind Mobius now, and this new STEM is his brainchild. But what is its true purpose? What's his plan?

STEFANO VALENTINI

A flamboyant artist who can exert an influence over the world within STEM. Using his camera to freeze his murder victims in their moment of death, Stefano's bizarre motivations push him to create a world where he can create his masterpiece.

THEODORE WALLACE

Known as "Father Theodore" to his adoring flock, Wallace is a man with persuasive skills and an unfortunate god complex. Is he an inspired guru, or just another twisted cult creep?

THE MOBIUS STEM TEAM

Liam O'Neal

O'Neal is your main contact inside Union early in the game. He's a tech freak, good at logistics and fabricating equipment. Stay in touch for guidance on navigating Union's weird sub-structure known as The Marrow.

Julian Sykes

Sykes is the team coding nerd. Nobody knows STEM software better. If you help Sykes out of a jam when you first meet, he'll have a couple of side missions for you. If you don't, he'll be dead.

Yukiko Hoffman

Hoffman is the team shrink. She keeps an eye on everything via a surveillance network linked into her Safe House. Get her help profiling the psychos trying to snatch Lily.

Esmeralda Torres

Torres is not a member of the initial search team you were trying to find, but she's survived inside of Union until now and is a straight-up badass. She isn't surprised to find Sebastian, and knows more about what happened within STEM than anyone thus far.

Basics

Basic Maneuvers

MOVING

Movement in The Evil Within 2 is very straightforward and easy to master with just a few minutes of practice:

- Your walking, sprinting and camera controls are standard. With consoles, the left stick controls the movement, and the right stick swivels the camera.

- To climb up or down anything climbable—staircase, ladder, crate, low barrier, etc—just approach it and use the controls that appear onscreen.

- To move with stealth, push your Sneak button in order to crouch-walk. Crouched movement conceals the noise of footsteps that enemies can hear. Enemies are particularly drawn to sound.

When in doubt about movement controls, just open the Pause Menu, select Options, open the Controls tab, and then select Button Assignment to see your current controller button layout.

Are You Type A or B?

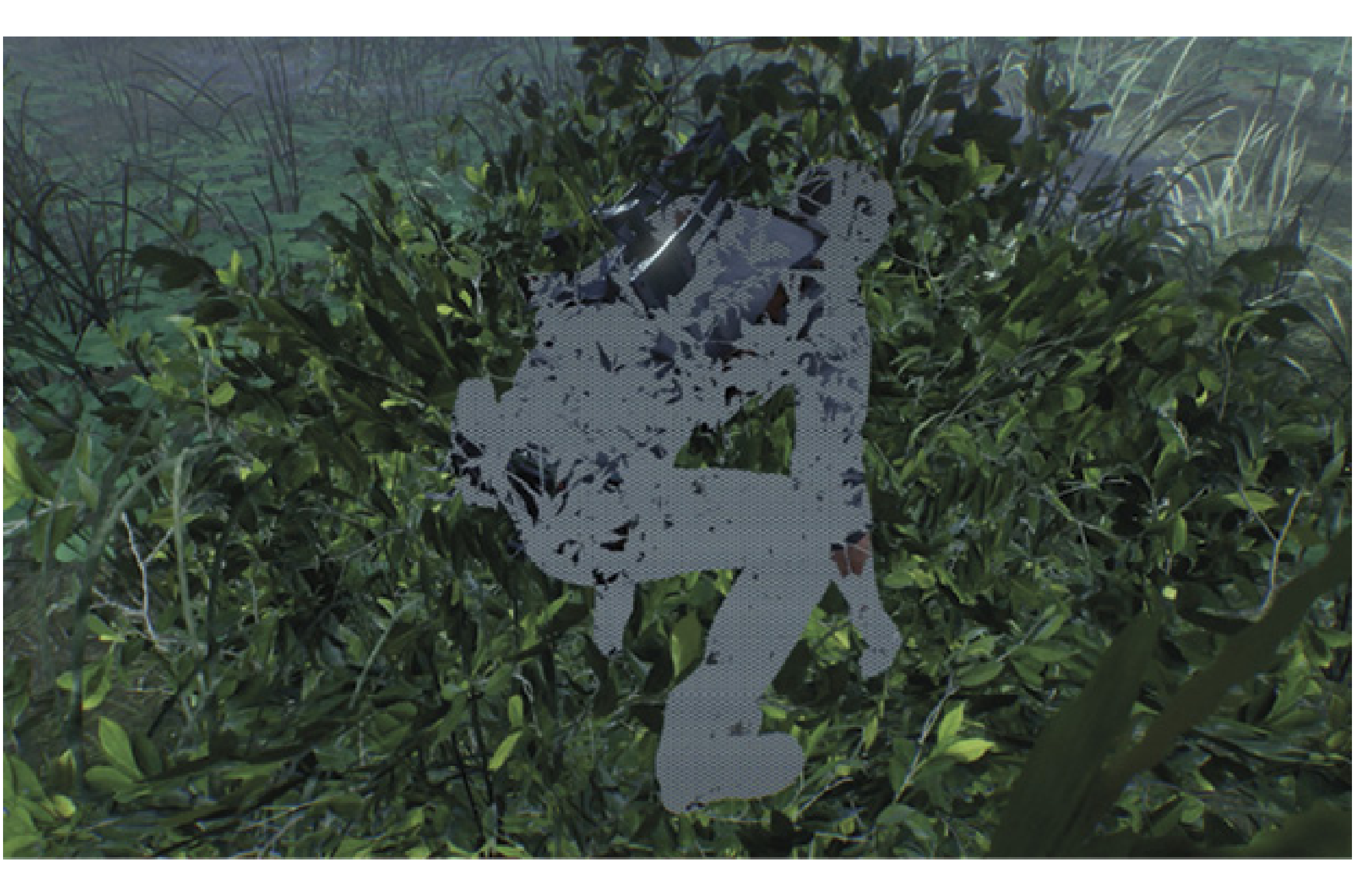
No, we're not talking about your blood type. The game has two built in control schemes, Type A and Type B. We started playing with Type A then switched to Type B later, and ended up preferring the latter. But you should experiment with both configurations to see which one seems more natural for you. Note that PC users have a third option for mouse/keyboard users, in case that is your preference.

HIDING

Hiding is not cowardly. As they say, discretion is the better part of valor, and concealment is always advised when approaching a dangerous situation for assessment. It can make your traversal of Union much, much easier.

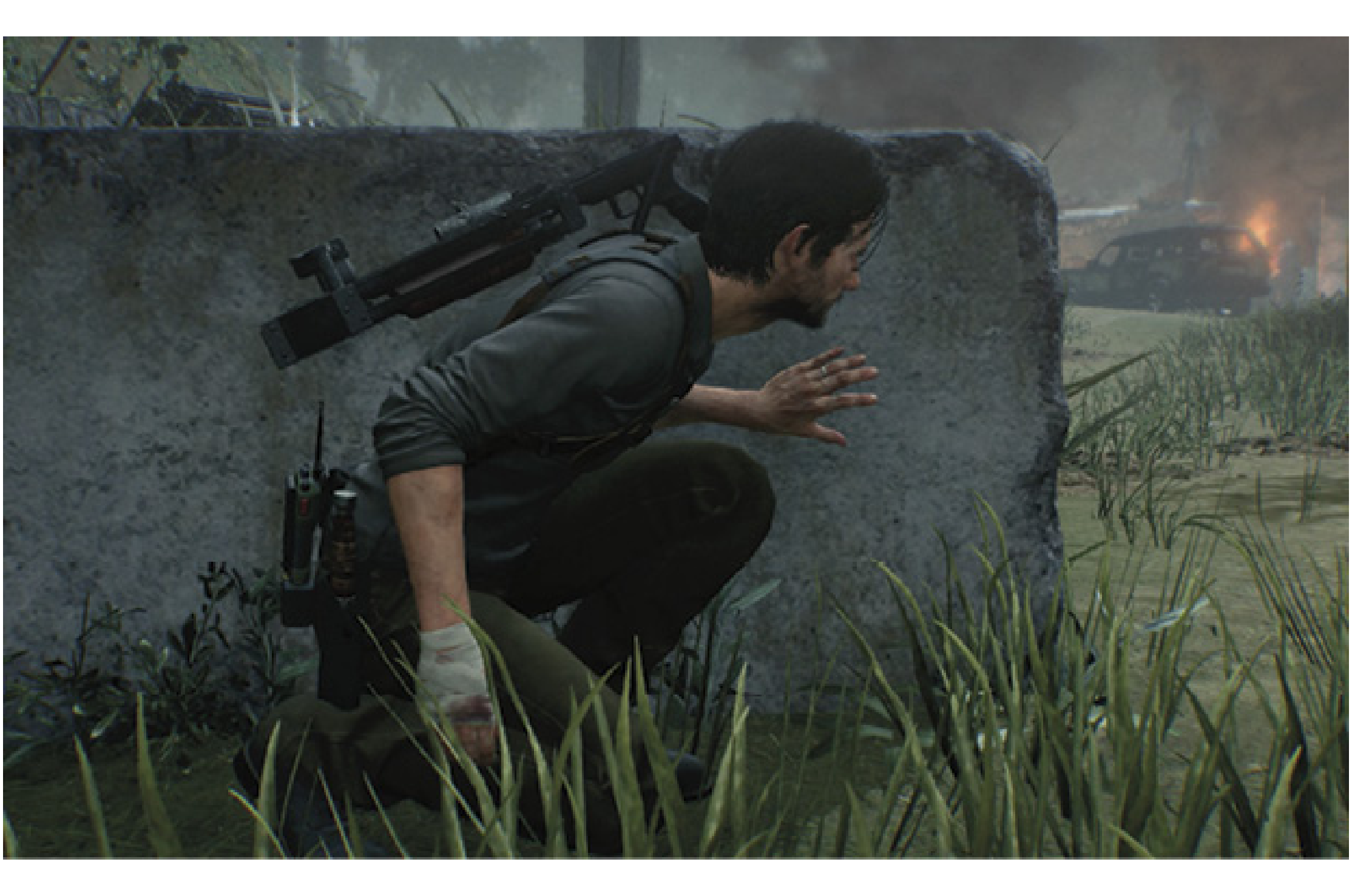
Foliage

Union's lovely Residential District features plenty of vegetation. Sebastian can move through foliage easily, and when his body is grayed out onscreen, it means he is fully concealed. Sometimes the growth blocks your view, but often you can tilt the camera view up or sideways to get a glimpse of what's around you.



Cover

The game's cover mechanics are simple. When you approach something that can function as cover, a small indicator arrow appears on it. Move toward it and hold/press the Cover button; Sebastian ducks behind the cover object and hugs it tight.



Depending on your controller scheme, the Cover button can be set for hold or toggle. If set for hold, just release the Cover button to return to regular movement status; if set for toggle, tap the Cover button a second time to exit cover mode.

When in cover, you can hold your Aim control to target enemies, then just release to automatically duck back into the cover. Note that simply crouching behind stuff provides "cover" in that you can't be seen, but you can't use the neat Aim-and-return-to-cover move that Cover mode allows.

FIGHTING

Monsters tend to hate people, and in Union, they *really* hate Sebastian. So, fights are inevitable. But aside from a few foes that you absolutely must fight in order to proceed, generally you can fight as much or as little as you want. It's entirely possible to move stealthily through Union, sneaking past most enemies or eliminating them silently with Sneak Kills.

MELEE ATTACKS

Survival Knife

Very early in the game, you acquire the Survival Knife. In face to face combat, this weapon inflicts very low damage on enemies, so use it only as a last resort when you're out of ammo, or if you're pinned against a wall and can't aim your gun. Knife strikes can also break chain locks, breakable crates, and Locker Key statues.

Hand Axe

Considerably more lethal is the Hand Axe. An axe strike on a low or mid-level foe is almost always a one-hit kill. The hit breaks the axe, unfortunately, so you can use it only once. You can find a few Hand Axes stuck in trees, boxes or even corpses. But most axes in Union are carried by the town's Lost citizens; to acquire them you'll have to dispatch their owners.

One Axe, Multiple Kills

Although you can use a Hand Axe only once, you can get multiple kills if you swing at two or even three foes who are side by side.

SNEAK KILLS

Your Survival Knife gets conspicuously more lethal if you can unleash it on unsuspecting enemies from behind. Crouch to muffle your footsteps then creep up behind the victim and tap your Sneak Kill button when you see its icon pop up onscreen.

Most low to mid-level enemies go down with a single strike. However, some monsters like the Hysteric and Lament will survive a Sneak Kill, so be ready to sprint away after your first stealth attack on one of these tougher foes. (Note that a second Sneak Kill will usually finish the job, if you have the patience to set it up.)

Sparing Your Ammo

Every successful Sneak Kill means you saved precious bullets.

You can upgrade your Stealth skills to acquire the Ambush ability, which lets you perform a Sneak Kill on an enemy positioned around the corner from you, as long as you're in Cover mode at the corner. Note that the enemy must be centered in your screen for the Sneak Kill icon to appear.

FIREARMS

Yes, you have guns too—good, basic guns. Over time you can acquire an Semi-Automatic Handgun for medium range work; a Sawed-Off Shotgun for big punch in tight spaces; a Sniper Rifle for long distance sharpshooting; and later in the game, an awesome Assault Rifle. If you look in the right places, you can also find Laser-Sighted and Silenced Handguns; and Full-Barreled and Double-Barreled Shotguns. Last but not least, you can pick up the ultimate "firearm": the blistering Flamethrower.

For more details on the awesome crossbow, check out the Weapons & Equipment section of our Inventory chapter.

WARDEN CROSSBOW

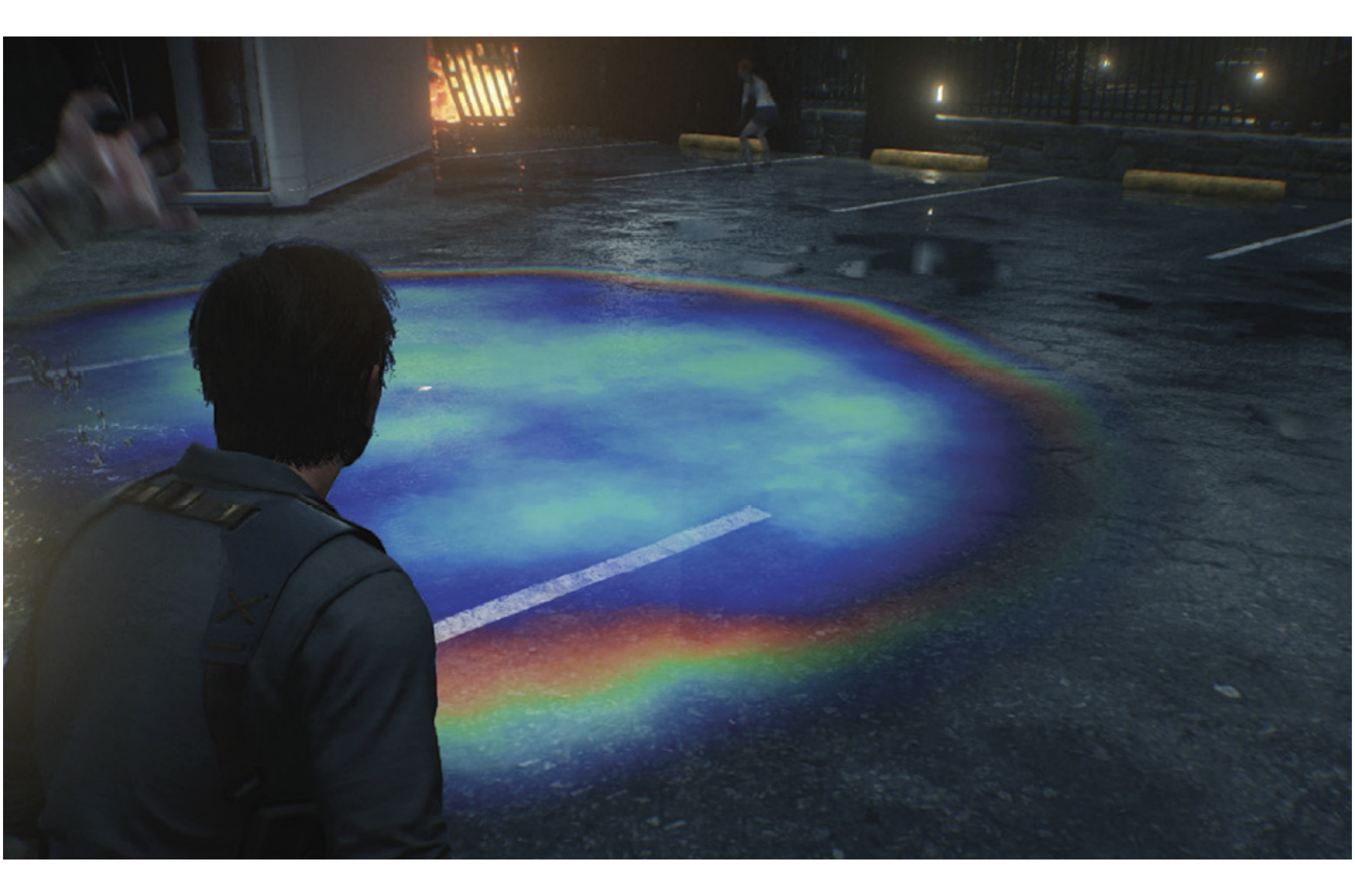
This extra-special weapon is found early in the game, just after you first arrive in Union at the beginning of Chapter 3. The crossbow can fire a variety of bolts that shock, freeze, harpoon, smoke out or just blow up your targets. Even more fun, you can use the crossbow to set tripwire traps, attaching the bolt to one surface with its wire stretched to another surface; the bolt detonates when the wire is tripped.

For more details on the awesome crossbow, check out the Crossbow & Bolts section of our Inventory chapter.

USING SPILLS

FUEL SPILLS

Some overturned vehicles in Union are leaking fuel onto the ground. These fuel spills are highly flammable. Lure foes into the spill; its distinctive rainbow luminescence makes it easy to spot. Then fire your handgun into the fuel to ignite it. Note that you can create fuel spills yourself by kicking over red oil drums.



WATER SPILLS

Red fire hydrants can be electrifying fun. Open or shoot a hydrant so that water gushes out, spreading into a large puddle. Load a Shock Bolt into your crossbow, go find a pack of enemies, and then lure them back to the hydrant. When they're standing in the spill, fire the Shock Bolt into the water. Electrocution immobilizes the creatures, and most of them collapse for a few seconds. When the electrocuted foes are writhing on the ground, kill them with quick Stomp attacks—again, you save ammo.

USING BOTTLES

Many discarded bottles are scattered throughout Union and its connecting passages of The Marrow. These innocuous-seeming pickups actually prove to be very valuable—and in not just one, but *two* ways.

AS DISTRACTION

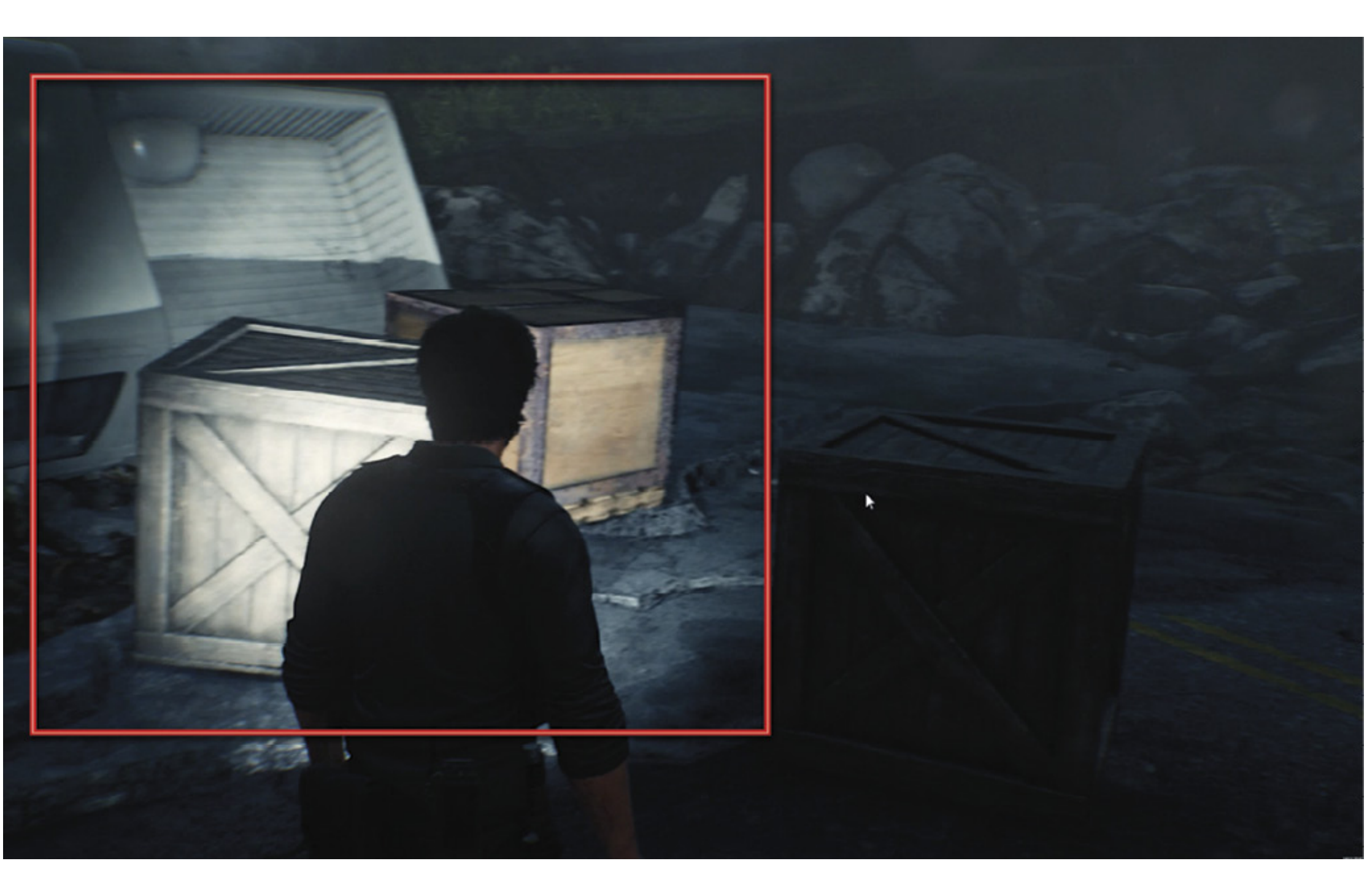
First, bottles can be tossed to distract enemies. The breaking glass attracts the attention of nearby foes, who stagger over to investigate. This tactic can lure threats away from your desired route, letting you sneak past dangerous foes. Or a bottle toss can trick a lone enemy into turning its back so you can creep in behind it for a Sneak Kill that saves ammo.

TO BREAK A GRAB ATTACK

Second, after you purchase the Bottle Break upgrade (or if you started the game on Casual difficulty), you can use bottles to break free from the Grab attacks of most lower and mid-level enemies. This happens automatically; when grabbed, Sebastian slams a bottle (taken directly from your Inventory—you don't need to equip it) into the head of the attacker, breaking its grip. Note that the bottle shatters, so it is expended. You'll have to pick up another bottle to replace it.

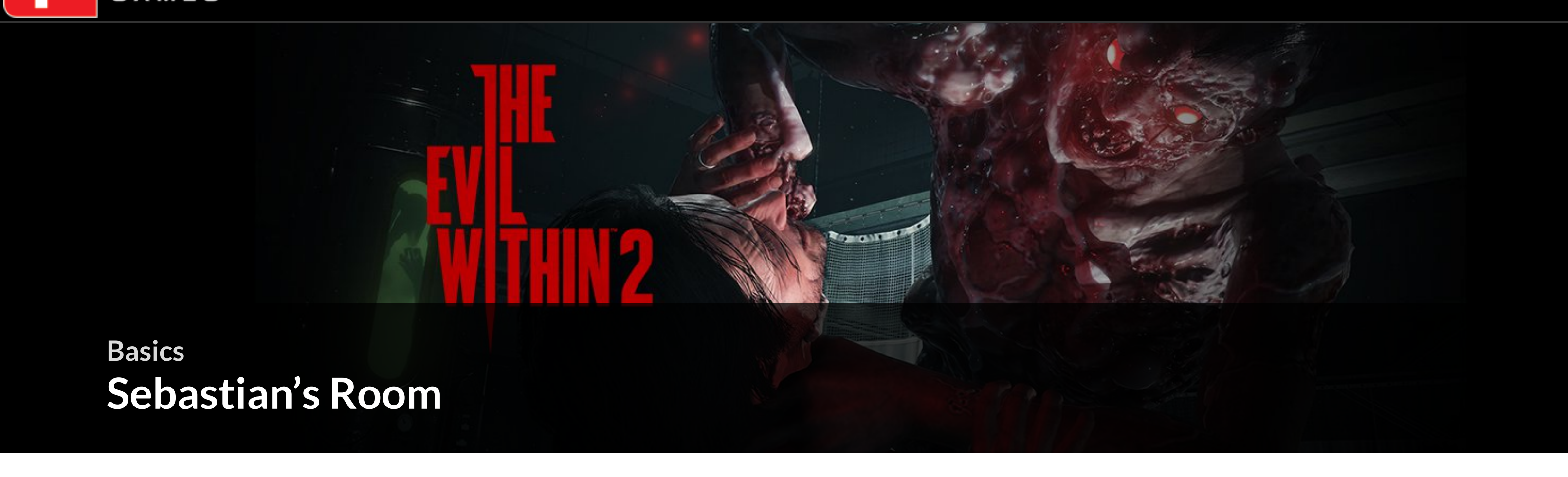
SMASHING STUFF

A lot of good pickup items are stashed inside breakable crates. To get the item, just make a melee swing with your knife or axe at the crate. Breakable crates are always a lighter tan color of wood than unbreakable crates.



USING THE FLASHLIGHT

Sebastian's flashlight is an indispensable tool. Union's slow collapse has created a perpetual state of twilight in the town; many of the game's interiors are darkened too.



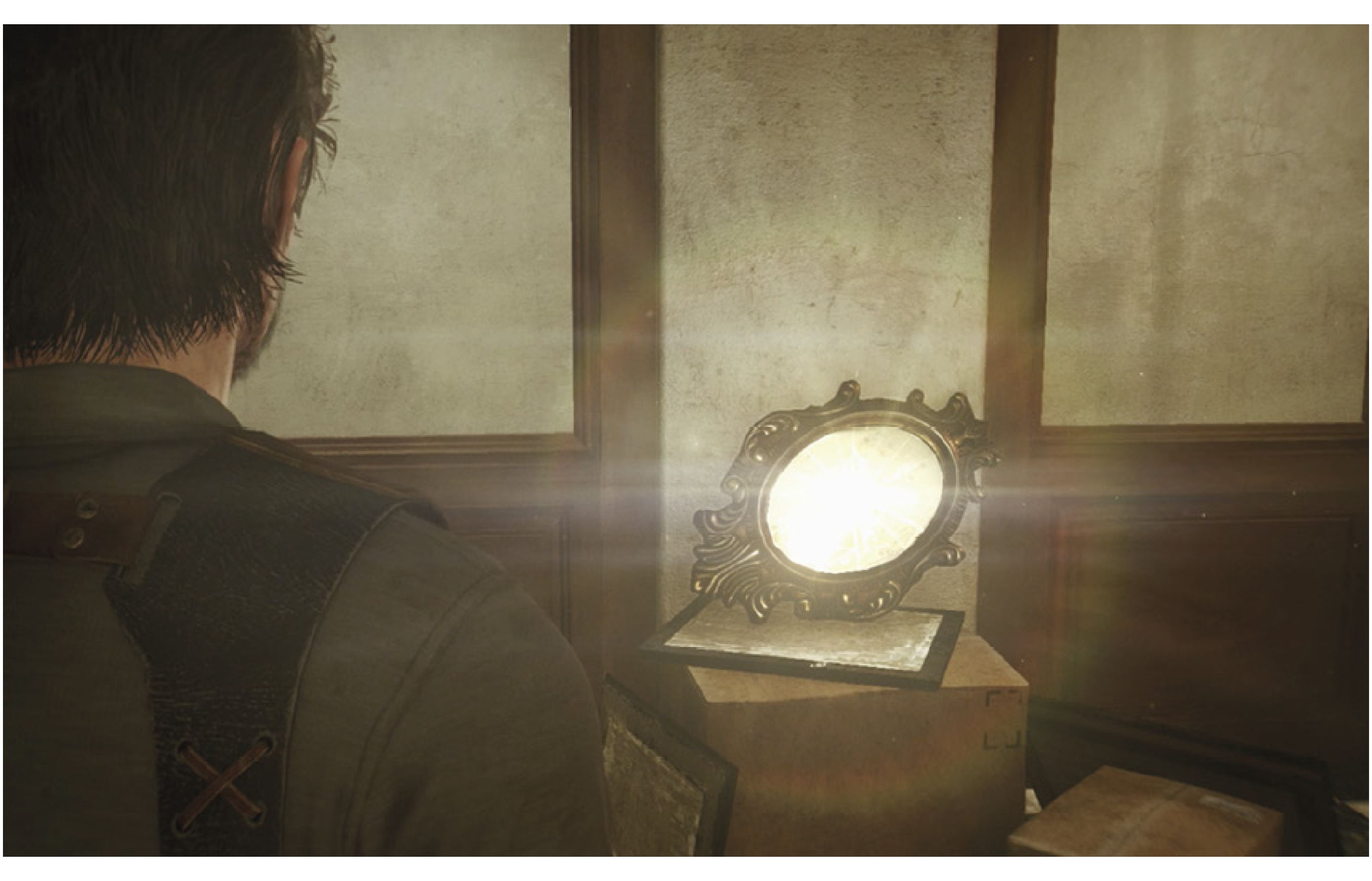
Basics

Sebastian’s Room

After the game’s opening sequence, you arrive in this room, a replica of Sebastian’s office in the Krimson City Police Department. As Kidman explains the first time you arrive here, it’s a construct “separate from the main system… a safe zone formed from your [Sebastian’s] own memories.” It serves as a hub where you return from any other Mirror in the game’s STEM world. The room has several key features.

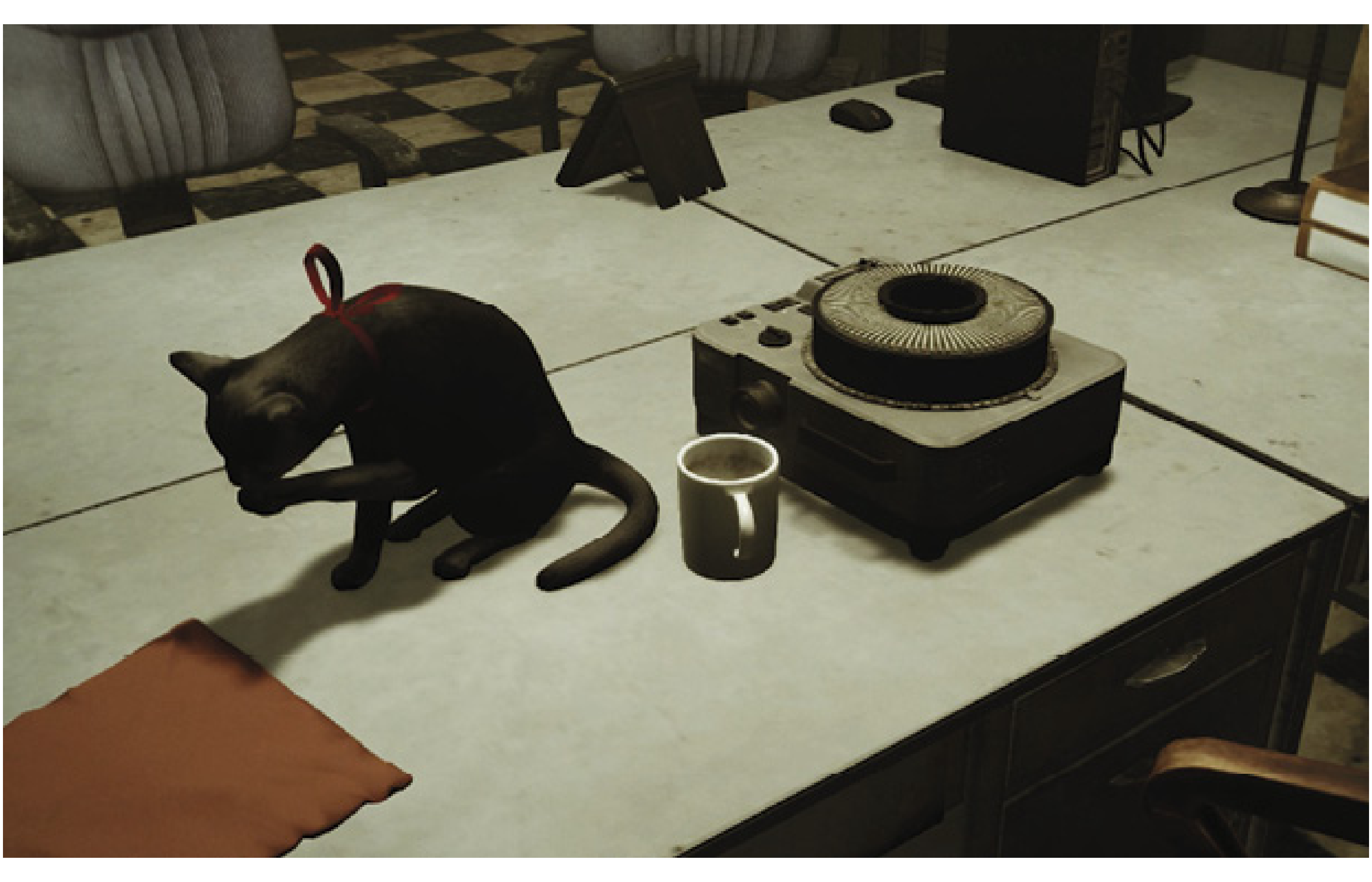
THE MIRROR

Again, the Mirror in Sebastian’s Room is the arrival point from every other Mirror in the game. Whenever you have a new slide to view, or you’ve collected enough Green/Red Gel for a new round of skill upgrades, just use the nearest Mirror in your current location to return to the Mirror in Sebastian’s Room. When you’re finished with your business in Sebastian’s Room, use the Mirror there to travel directly back to the Mirror you came from.



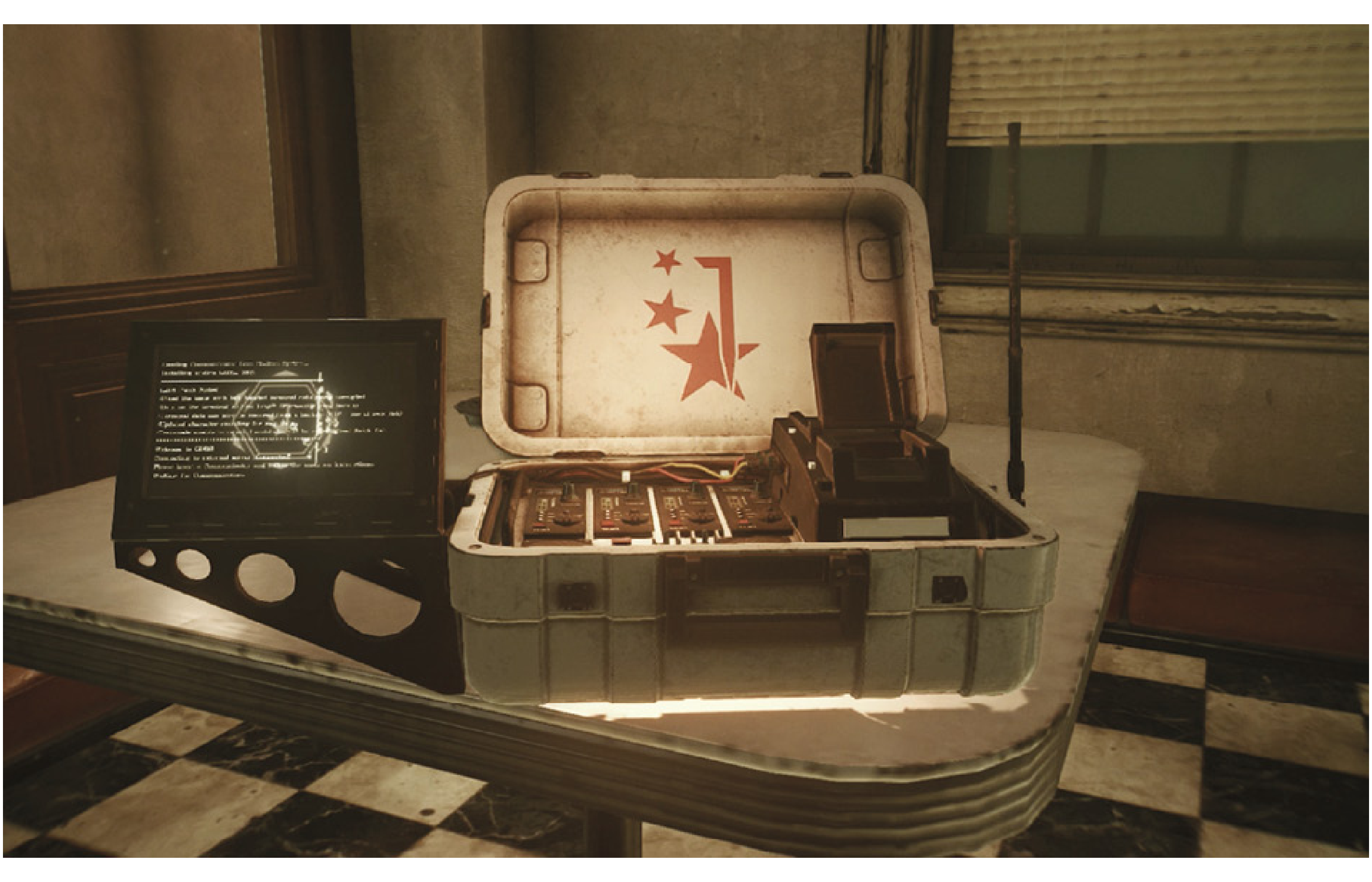
THE SLIDE PROJECTOR

The slide projector in Sebastian’s Room provides the only way to view any photographic slides that you collect as you progress. Operate the projector and scroll to the slide you want. Be sure to select “Talk to Kidman” for each slide. If you chat with Kidman about all ten slides available in the game, it triggers an event that reveals one final slide.



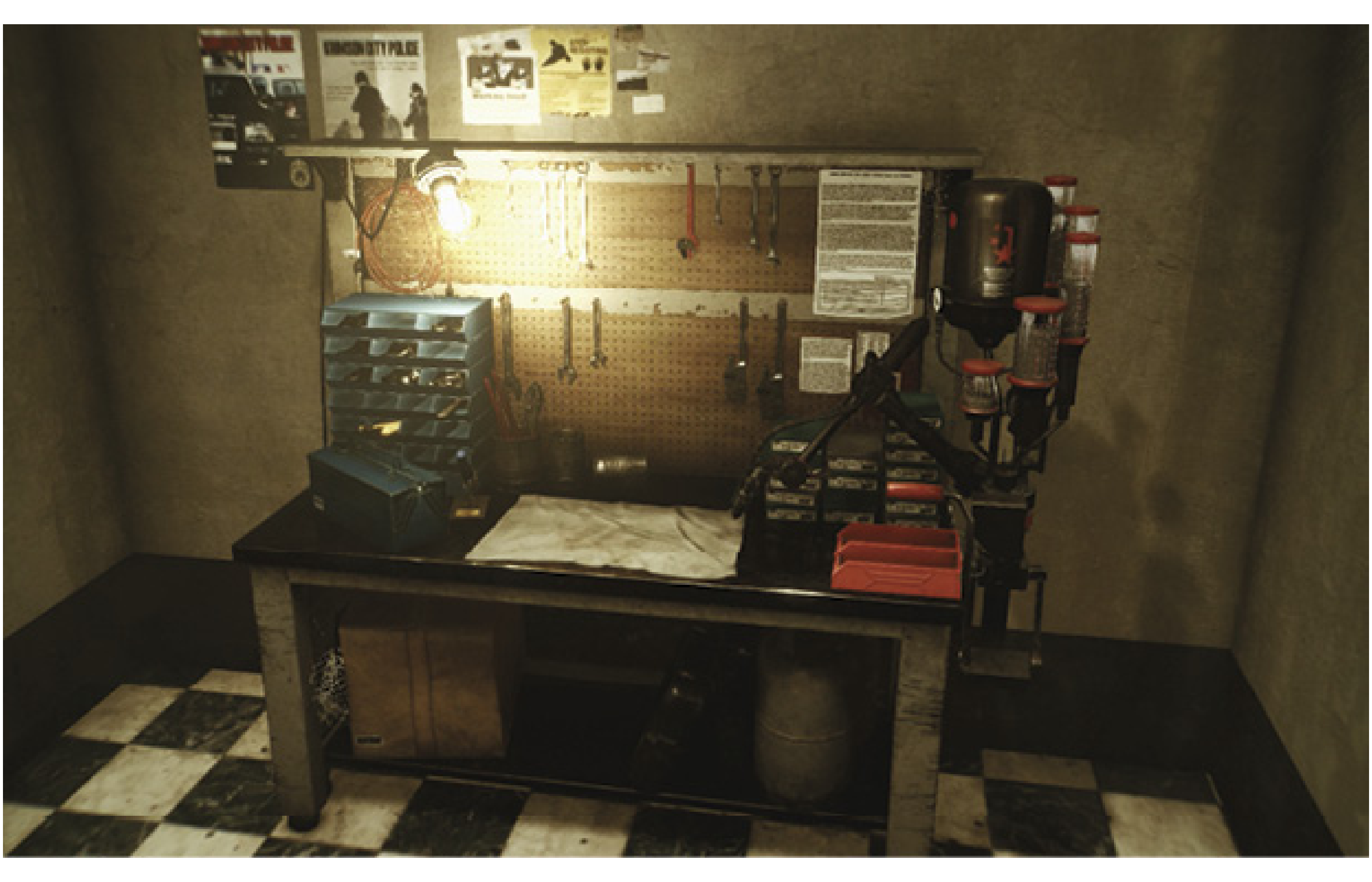
THE SAVE TERMINAL

This terminal sits in the back room next to the Mirror. When you use it, Sebastian slides his Communicator into a slot. Save your game regularly!



THE WORKBENCH

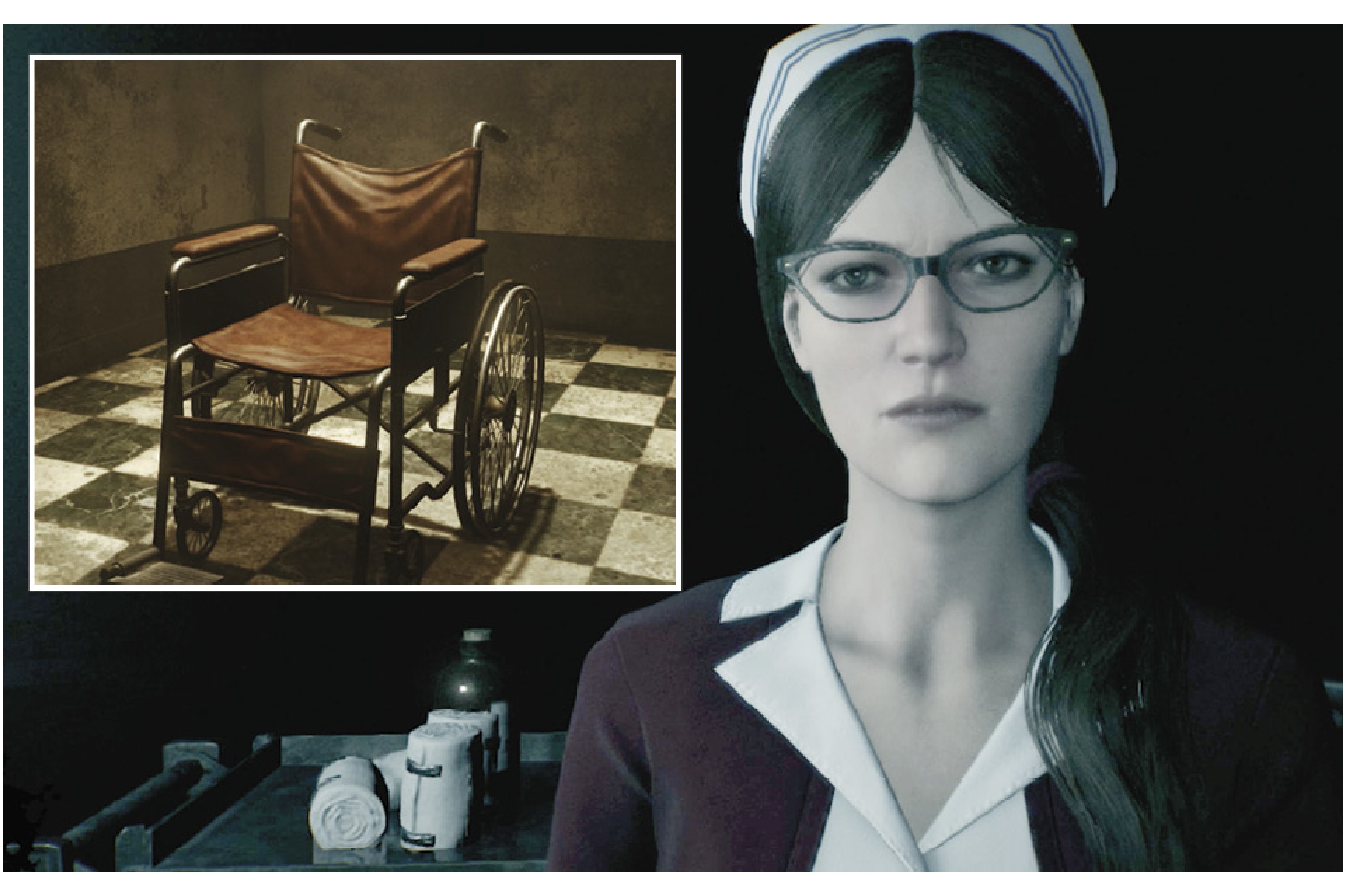
The first time you return to Sebastian’s Room after you reach O’Neal’s Safe House in Union, a new corridor has opened up behind the Mirror area. This leads to a Workbench where you can craft ammo and health items, and upgrade your weapons. (There’s also a Workbench in O’Neal’s Safe House, and several more inside structures in Union’s Residential District.)



For more on what you can do at a Workbench, see the Crafting & Weapon Upgrades section later in this chapter.

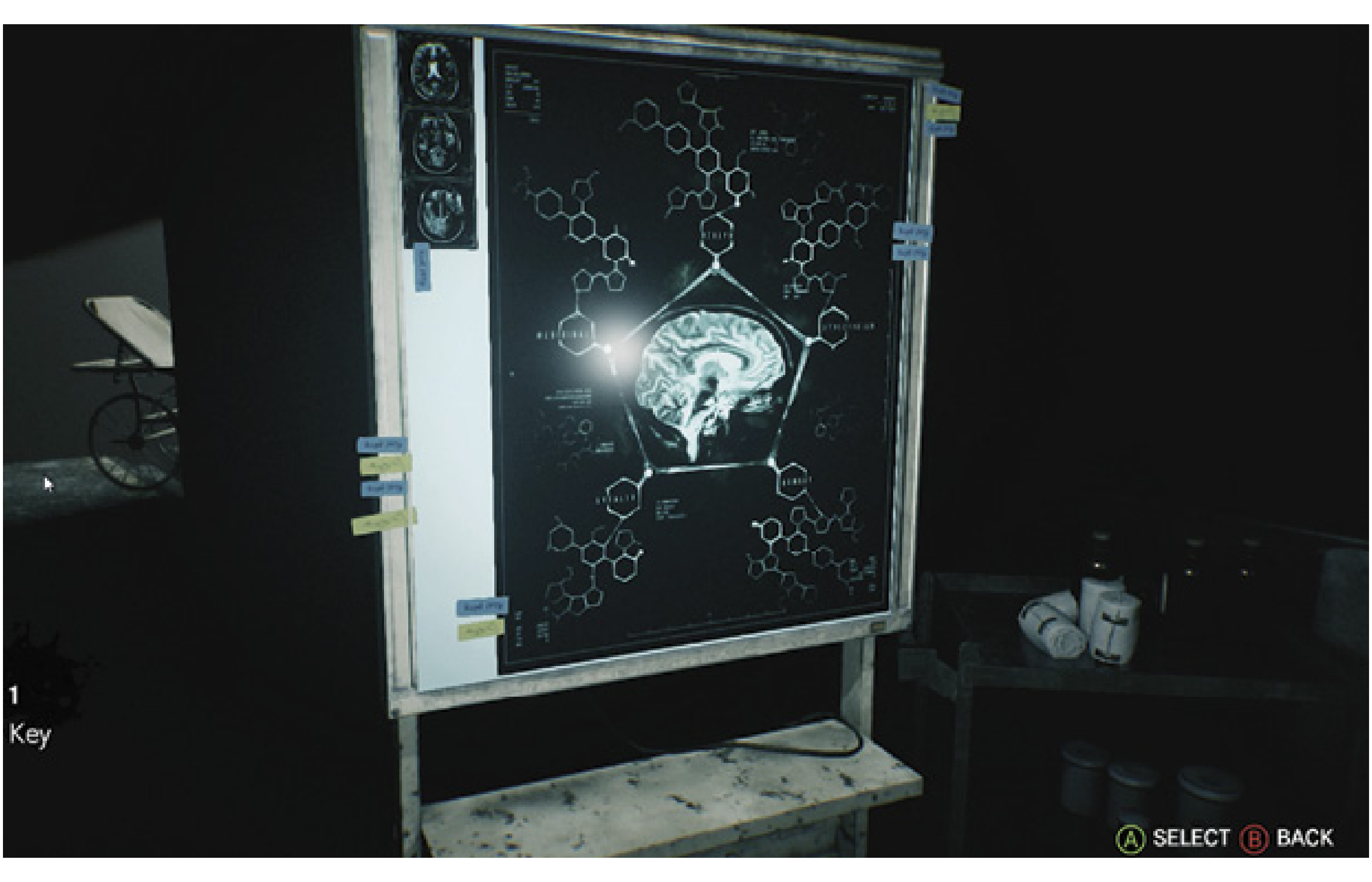
VISITING NURSE TATIANA

The outer corridor of Sebastian’s Room also leads to a wheelchair at its far end. Sit in the wheelchair to get zapped to a visit with Nurse Tatiana.



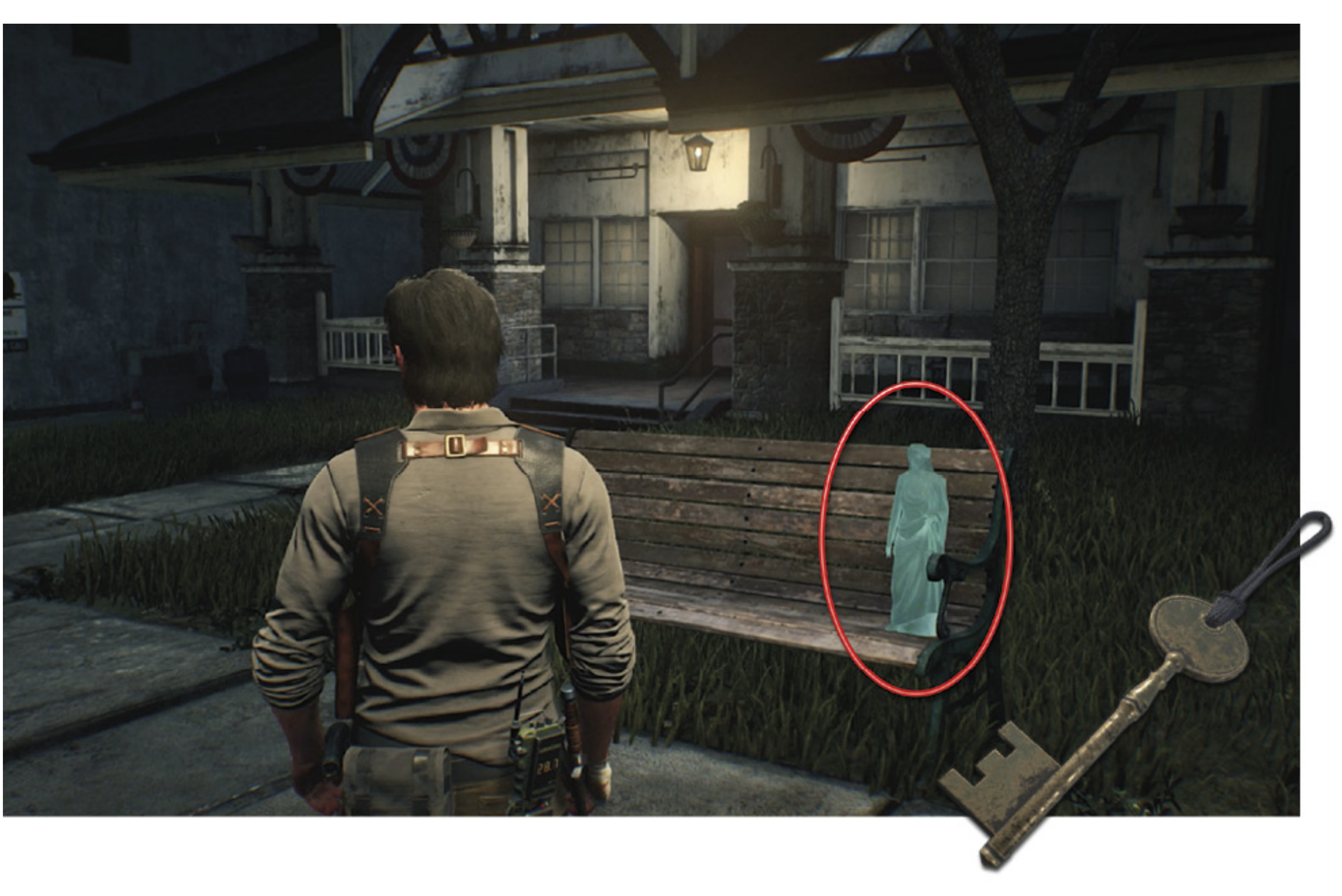
THE UPGRADE BOARD

Tatiana’s “office” features an upgrade board where you can spend the Green/Red Gel you’ve accumulated to purchase skill upgrades in the areas of Health, Athleticism, Recovery, Stealth, and Combat. For more on this, see the Upgrading Skills section later in this chapter.

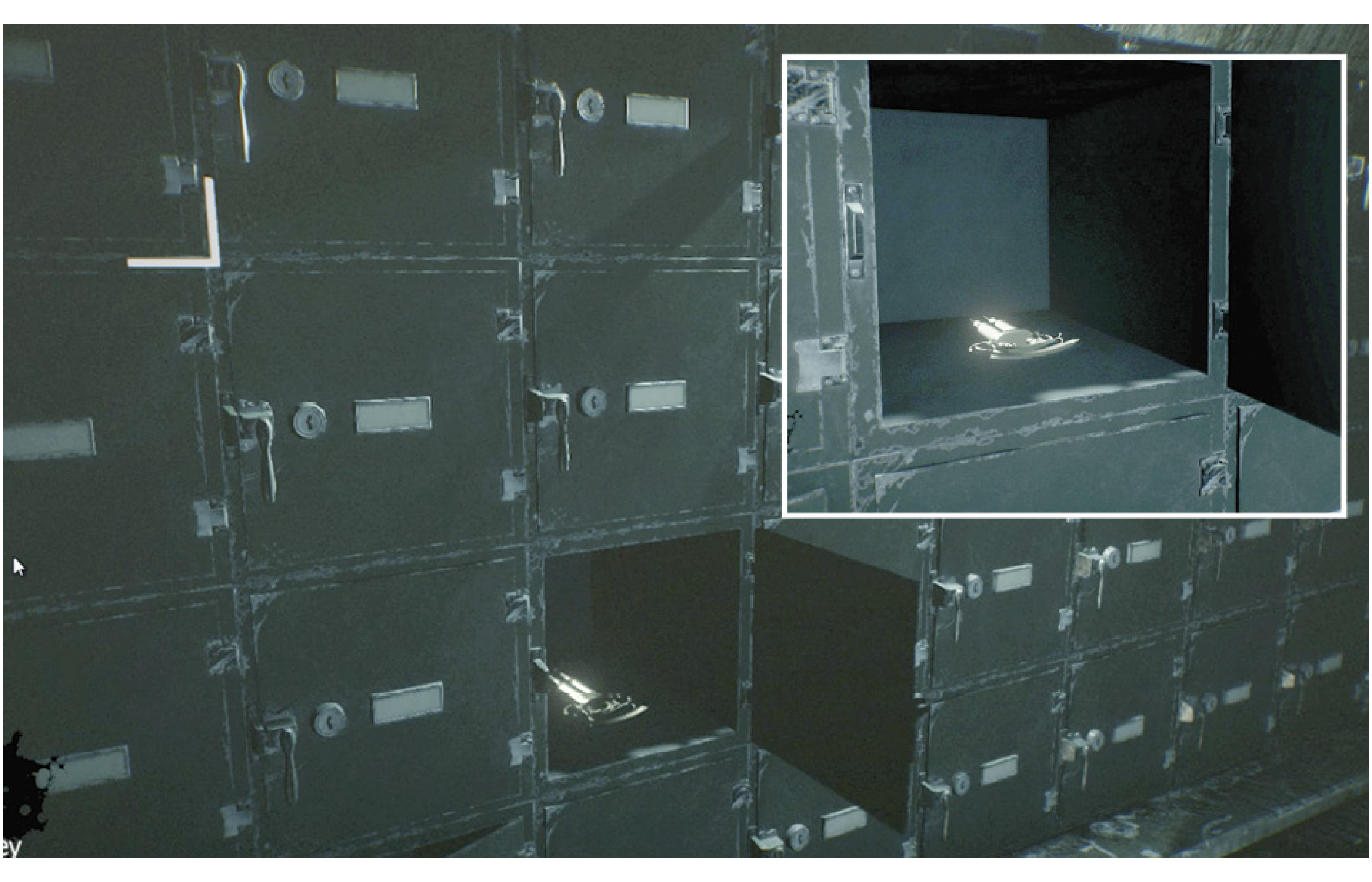


THE LOCKERS

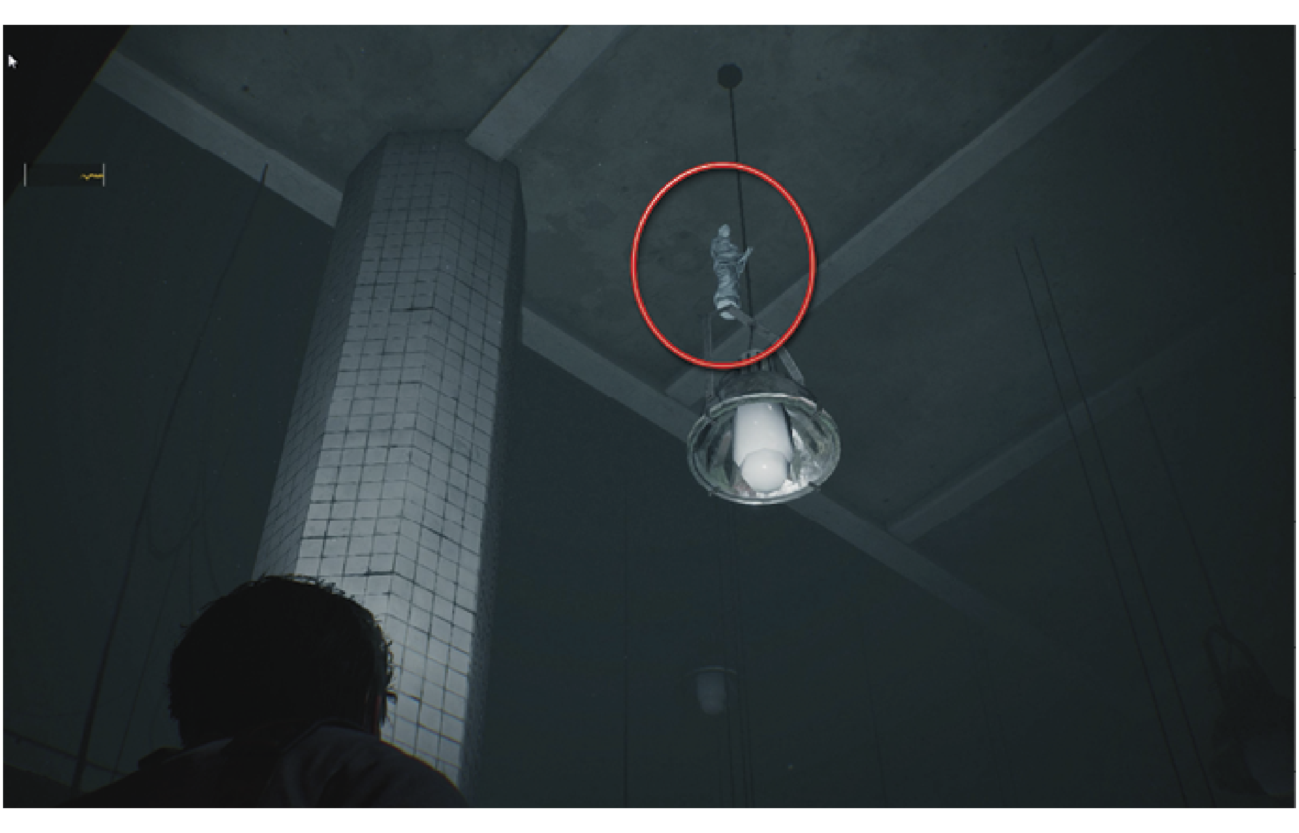
The Nurse also tends a wall of 32 lockers. As you move through Union you can find a total of 30 identical statues (see our screenshot), each of which contains one Locker Key. Break each statue where you find it, and the key falls to the ground for pickup. The two remaining keys can be won at the Shooting Range.



Then when you sit in the wheelchair to visit Tatiana, you can swivel left and select Lockers. Then use your keys to unlock them. Some lockers hold prizes of considerable worth, so keep a sharp eye out for those Locker Key statues!



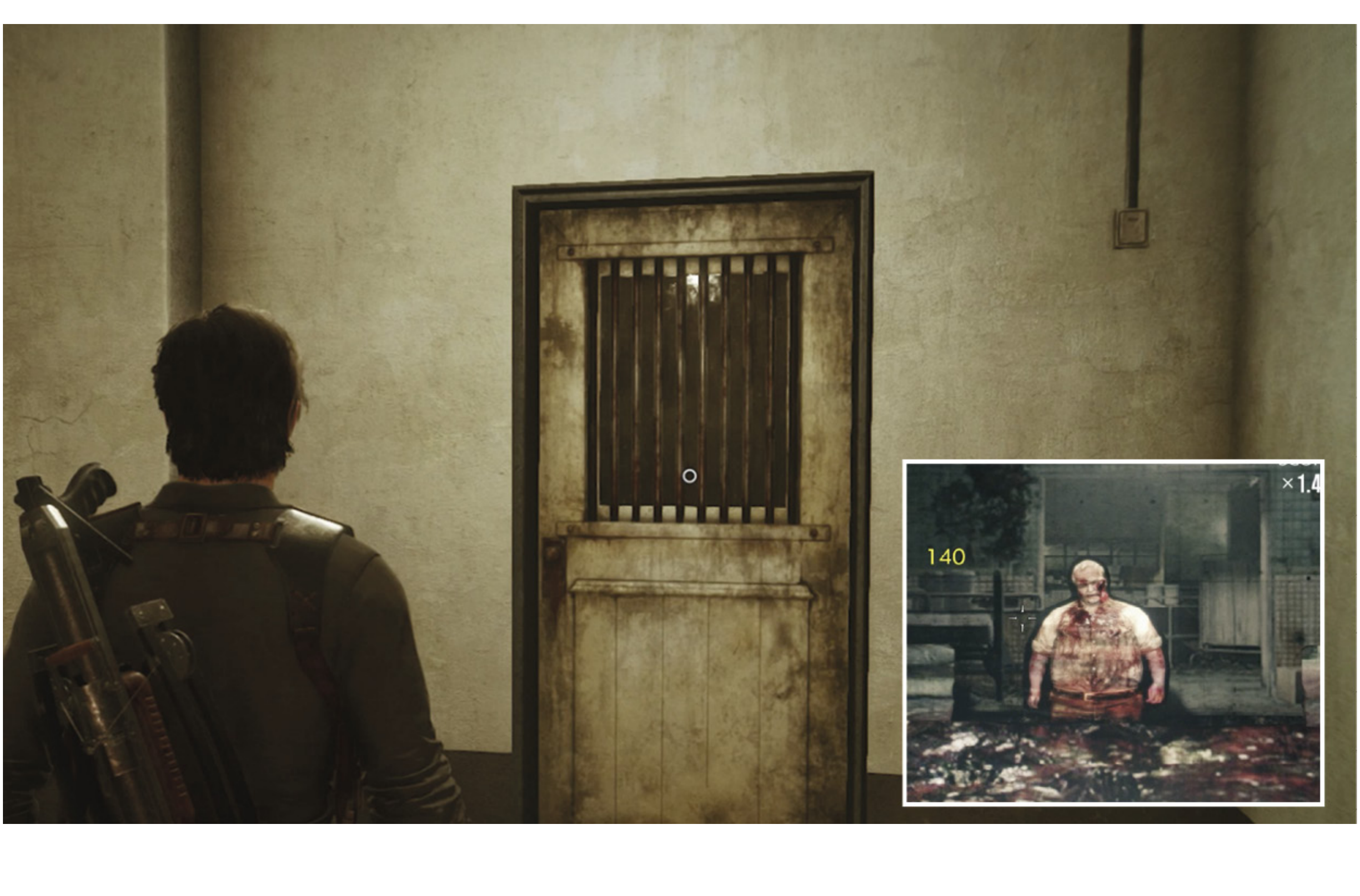
High Statues



Some Locker Key statues are placed up high, out of Sebastian’s reach. Shoot these statues with your Handgun to break them; the key drops to the ground for pickup.

THE SHOOTING RANGE

Beginning in Chapter 4, you find a new door in the outer corridor when you travel back to Sebastian’s Room. This is the Shooting Range, managed by none other than Nurse Tatiana. Two modes, Gallery Mode and Chain Attack Mode, allow you to improve your shooting skills while winning prizes like extra Weapon Parts, Gunpowder, Green Gel, a couple locker keys, and other rewards. Try as many challenges as you like; the ammo is all free.



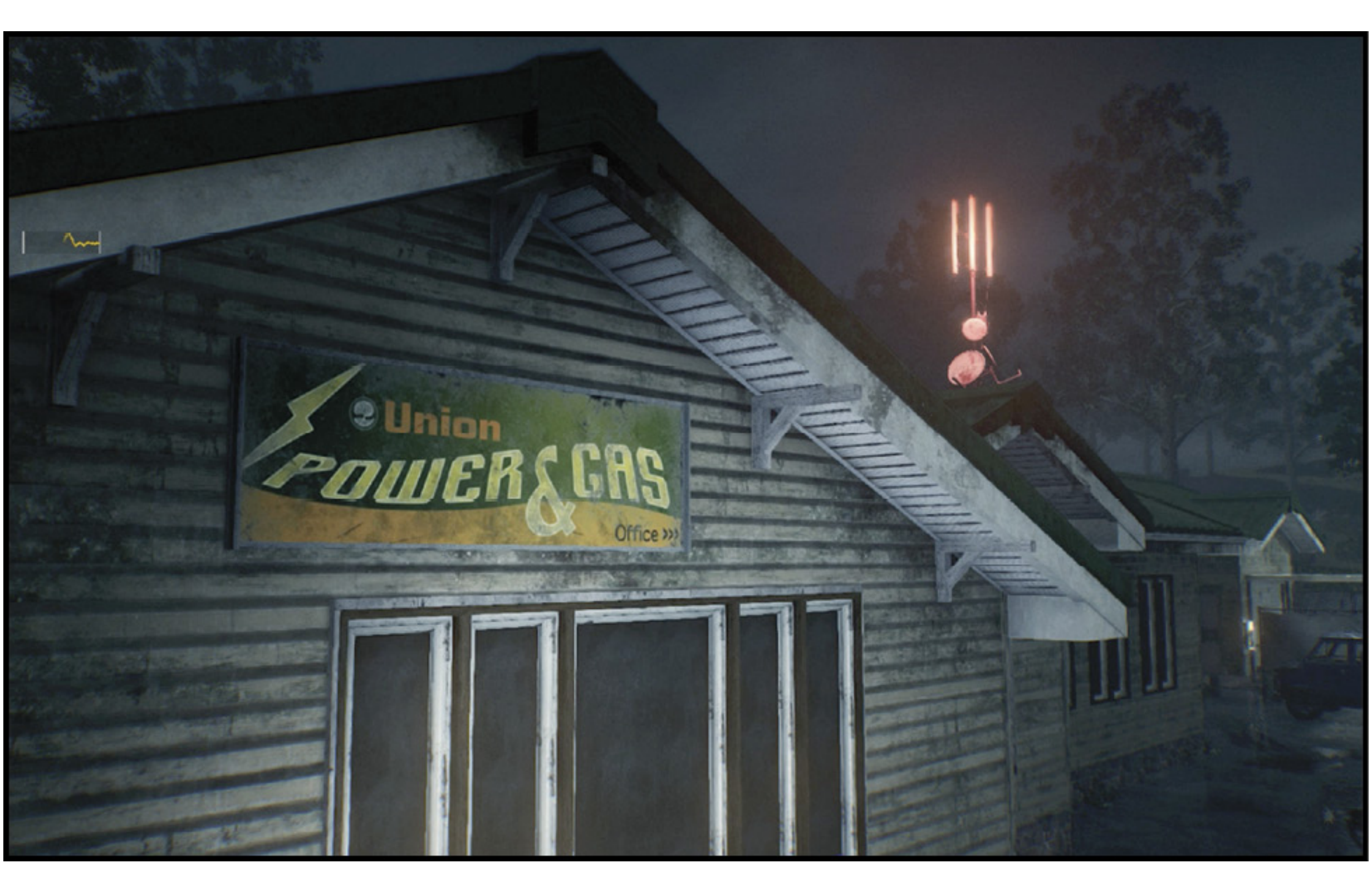
THE EVIL WITHIN 2

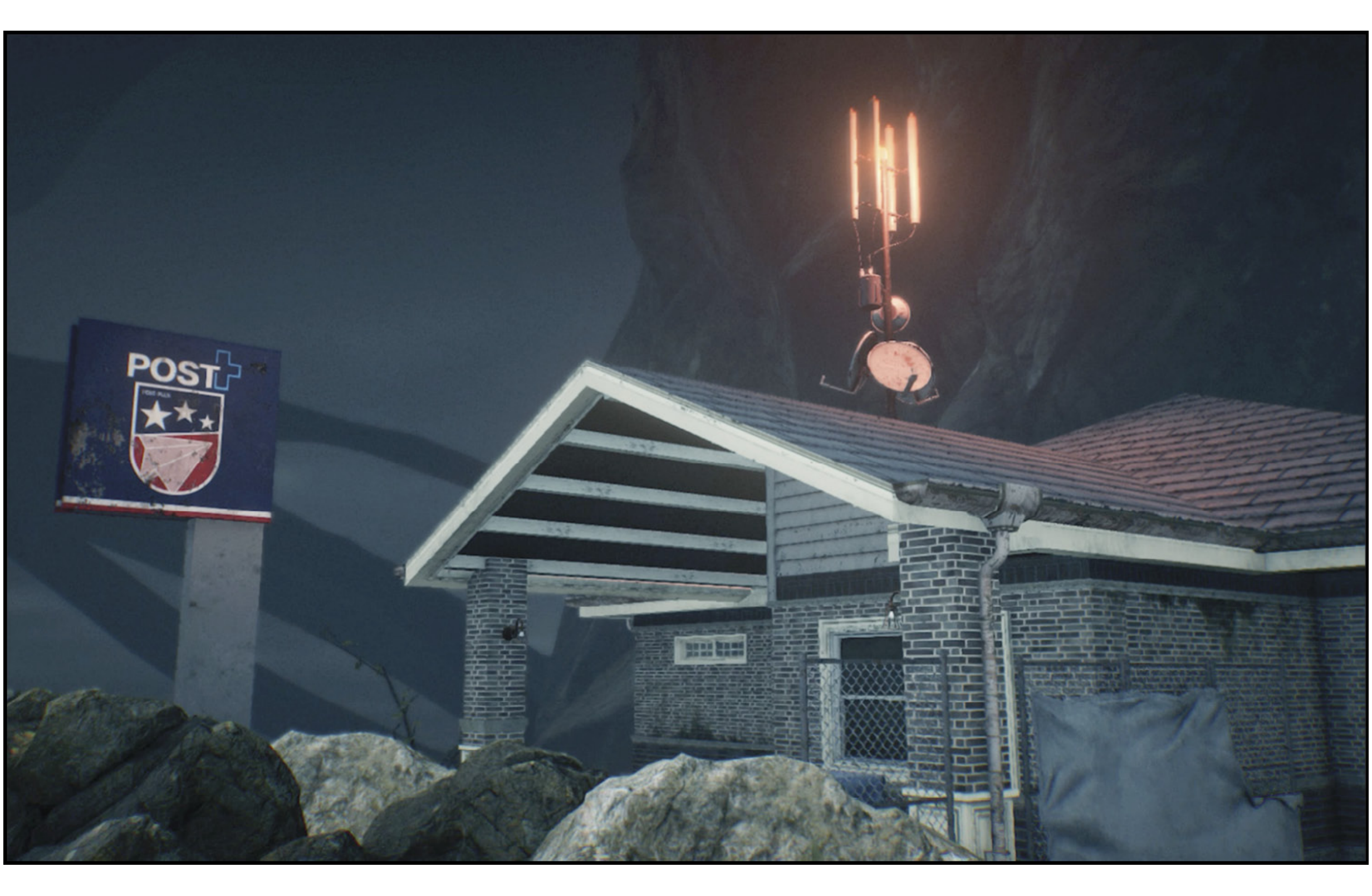
Basics

Things to Look for in Union

OTHER SAFE HOUSES

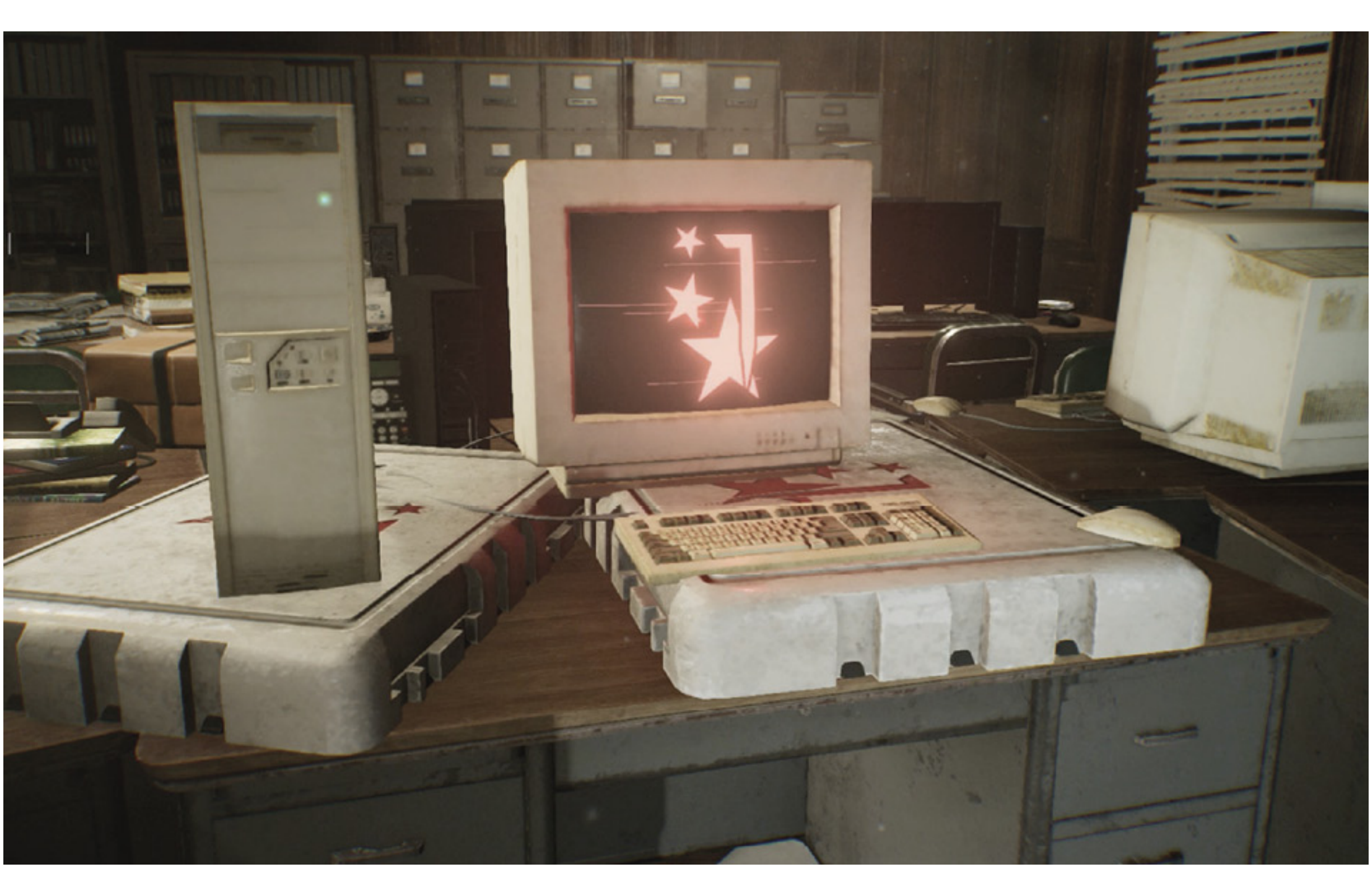
You'll find a number of Safe Houses as you progress through the STEM world of Union, including two in the Residential District, one near City Hall, one in the connecting tunnels of The Marrow, two in the Business District, and one in the Nature Preserve. Each Safe House has a Coffee Maker for full health recovery, a Save Terminal for saving your game, and a Mirror for travel back to Sebastian's Room.





PORT COMPUTERS

As Union breaks apart, the only way to reach other floating chunks of the town is via special Mobius computers placed in "ports" that allow Sebastian to teleport from chunk to chunk. These ports must be accessed by traveling through a dangerous, maze-like system of tunnels of a sub-layer of the STEM world known as The Marrow.



PICKUP ITEMS

We cover all of the items you can pick up in our Inventory chapter, but here's a quick list including a note on why you should grab each one. Note that all weapons and collectibles are technically "pickup items" too—you find and pick up each one in the game to acquire it. However, we don't list weapons or collectibles here. Check the Weapons & Equipment section of our Inventory chapter for the weapons list, and the Collectible Locations chapter and the Mysterious Objects appendix for the complete lists/locations of those items.

Craft & Upgrade

PICKUP ITEM	FUNCTION / USE
Green Gel	Substance necessary to acquire all skill upgrades
Red Gel	Substance necessary to unlock higher-level skill upgrades
Weapon Parts	Ingredients necessary for all weapon upgrades at a Workbench
High-Grade Weapon Parts	Ingredients necessary to unlock higher-level weapon upgrades at a Workbench

Components

PICKUP ITEM	FUNCTION / USE
Gunpowder	Component necessary to craft all ammo items and crossbow bolts (except the Harpoon Bolt)
Herb	Component necessary to craft all health & recovery items
Fuse	Component necessary to craft Shock Bolt (along with Gunpowder)
Metal Pipe	Component necessary to craft Harpoon Bolt
Smoke Powder	Component necessary to craft Smoke Bolt (along with Gunpowder)
Nails	Component necessary to craft Explosive Bolt (along with Gunpowder)
Condenser	Component necessary to craft Freeze Bolt(along with Gunpowder)

Health

PICKUP ITEM	FUNCTION / USE
Medical Syringe	Restores small amount of health
Medical Kit	Restores a moderate amount of health
Medical Pouch	Carry additional Medical Syringes

Ammo

PICKUP ITEM	FUNCTION / USE
Shock, Harpoon, Smoke, Explosive and Freeze Bolts	Fired from Warden Crossbow
Handgun Bullets	Ammo for Semi-Automatic Handgun, Laser-Sighted Handgun, Silenced Handgun, Revolver
Shotgun Shells	Ammo for Sawed-Off Shotgun, Full-Barreled Shotgun, Double-Barreled Shotgun
Sniper Rifle Cartridges	Ammo for Sniper Rifle
Assault Rifle Cartridges	Ammo for Assault Rifle (Not a Pickup Item, can only be crafted at Workbench)
Magnum Rounds	Ammo for Magnum pistol (Not a Pickup Item, can only be crafted at Workbench)
Flamethrower Fuel	Ammo for Flamethrower (Not a Pickup Item, can only be crafted at Workbench)
Handgun Ammo Pouch	Carry additional Handgun Bullets
Shotgun Ammo Pouch	Carry additional Shotgun Shells
Sniper Rifle Ammo Pouch	Carry additional Sniper Rifle Cartridges
Assault Rifle Ammo Pouch	Carry additional Assault Rifle Cartridges
Warden Crossbow Ammo Pouch	Carry additional crossbow bolts (all types)

Special Weapons

PICKUP ITEM	FUNCTION / USE
Hand Axe	One-hit kill on most enemies (single use only)
Broken Sniper Rifle	Combine with Sniper Rifle Parts to create working rifle
Sniper Rifle Parts	Combine with Broken Sniper Rifle to create working rifle
Broken Flamethrower	Combine with Flamethrower Fuel Tanks to create working weapon
Flamethrower Fuel Tank	Combine with Broken Flamethrower to create working weapon

Key Items

PICKUP ITEM	FUNCTION / USE
Sealed Hospital Ward Keycard	Escape hospital ward
Union Security Card	Code to open security door
Lily Doll	Trigger Sebastian's vision
Myra Doll	Trigger Sebastian's vision
Gas Mask	Survive gas-filled tunnels in The Marrow
Harrison's Communicator	Activate the Stable Field Emitter in City Hall
Roses	Place in vase in City Hall for photograph
Emerald Necklace	Place on mannequin in City Hall for photograph
Unity Cerebral Chip	Get past security gate in Restricted Labs
Storage Room Key	Opens the storage room near the Post Plus office.
Crank Handle	Used in catacombs to open something.

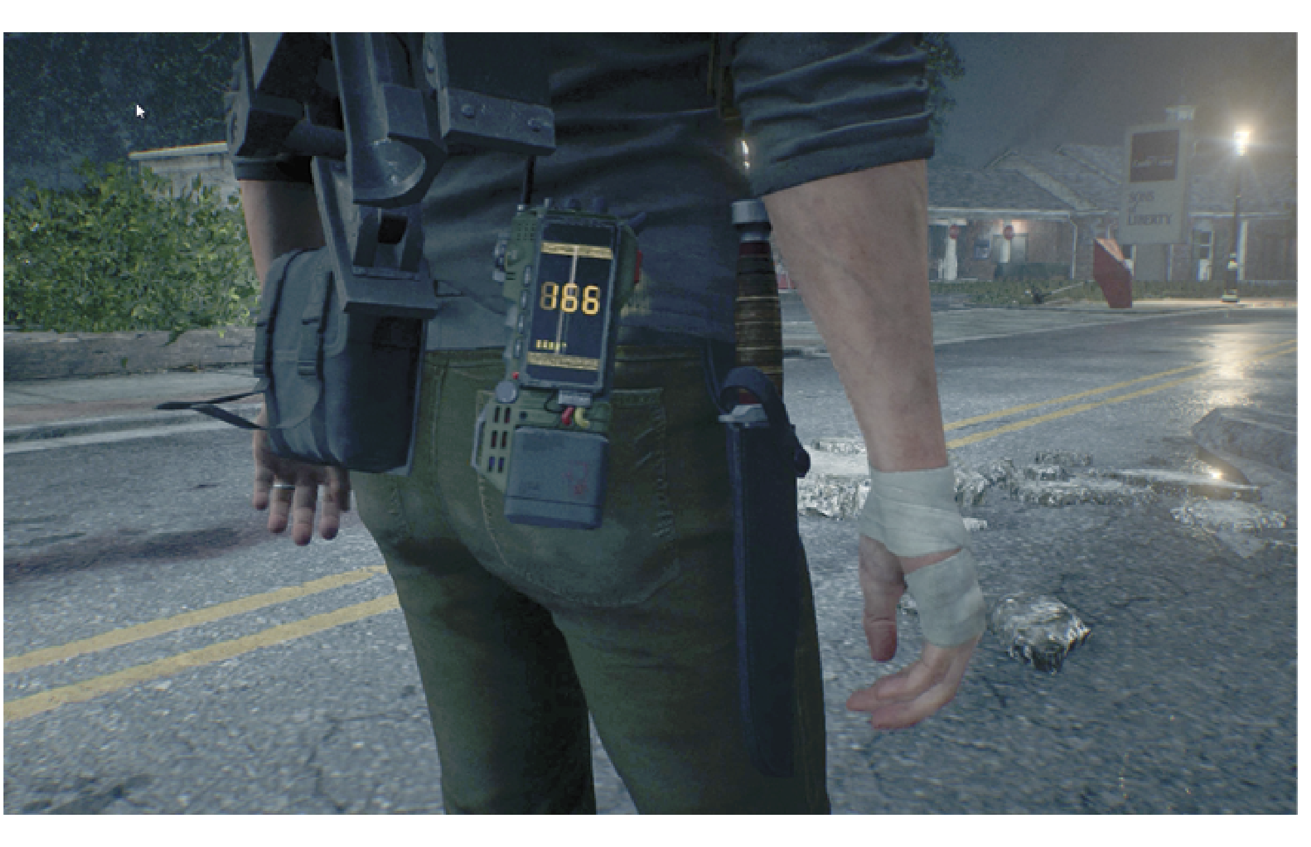
Other Items

PICKUP ITEM	FUNCTION / USE
Bottle	Toss to distract enemies, or (when Bottle Break skill is acquired) use to break out of enemy grab attacks

RESONANCE POINTS

Your Communicator is a sensitive device that can pick up signals of past events in the STEM world. These events are called Resonance Points. When the Communicator detects one of these resonances, a waveform appears at the upper left of your screen. Equip the Communicator and move it so the waveform is centered and then lock onto it. When locked on to a Resonance Point, the Communicator's screen shows the distance in meters to the phenomenon.

Distance to Point



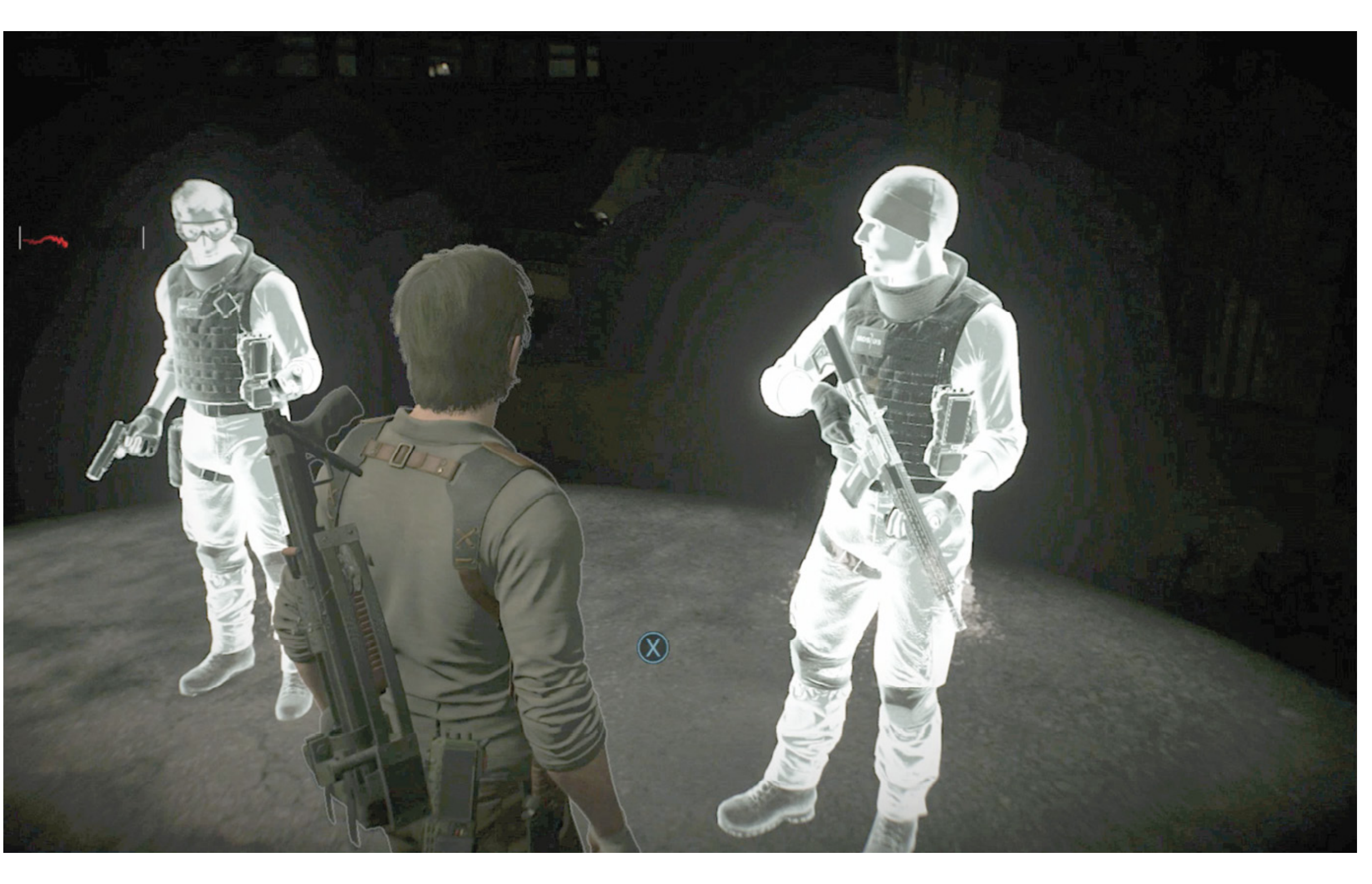
When your Communicator is locked onto a Resonance Point, the distance to that locked-on point appears on the Communicator's display screen. You don't have to equip the Communicator to see that distance display, however. When the device is not equipped, it is hooked on Sebastian's belt. You can see the distance display on his right hip.

FALLEN MOBIUS OPERATIVES

In many cases, the resonating event of a Resonance Point is the demise of a Mobius agent out in the field. If you lock onto the signal, a "Fallen Mobius Operative" icon appears on your Communicator map. Set a waypoint atop the icon and follow it to that spot to find a resource pickup on the fallen soldier: ammo or health items, usually, but in one case you recover the broken pieces of a very potent weapon: the Sniper Rifle.

RESIDUAL MEMORIES

In other cases, the signal leads to a very powerful type of resonance called a Residual Memory. This is a past incident so emotionally charged that it continues to exist in a ghostlike state in the STEM world. Shadowy apparitions flicker at each Residual Memory's location. Approach these dark figures with your Communicator equipped and "tune in" the memory; the apparitions sharpen and turn white, and you hear their full interaction.

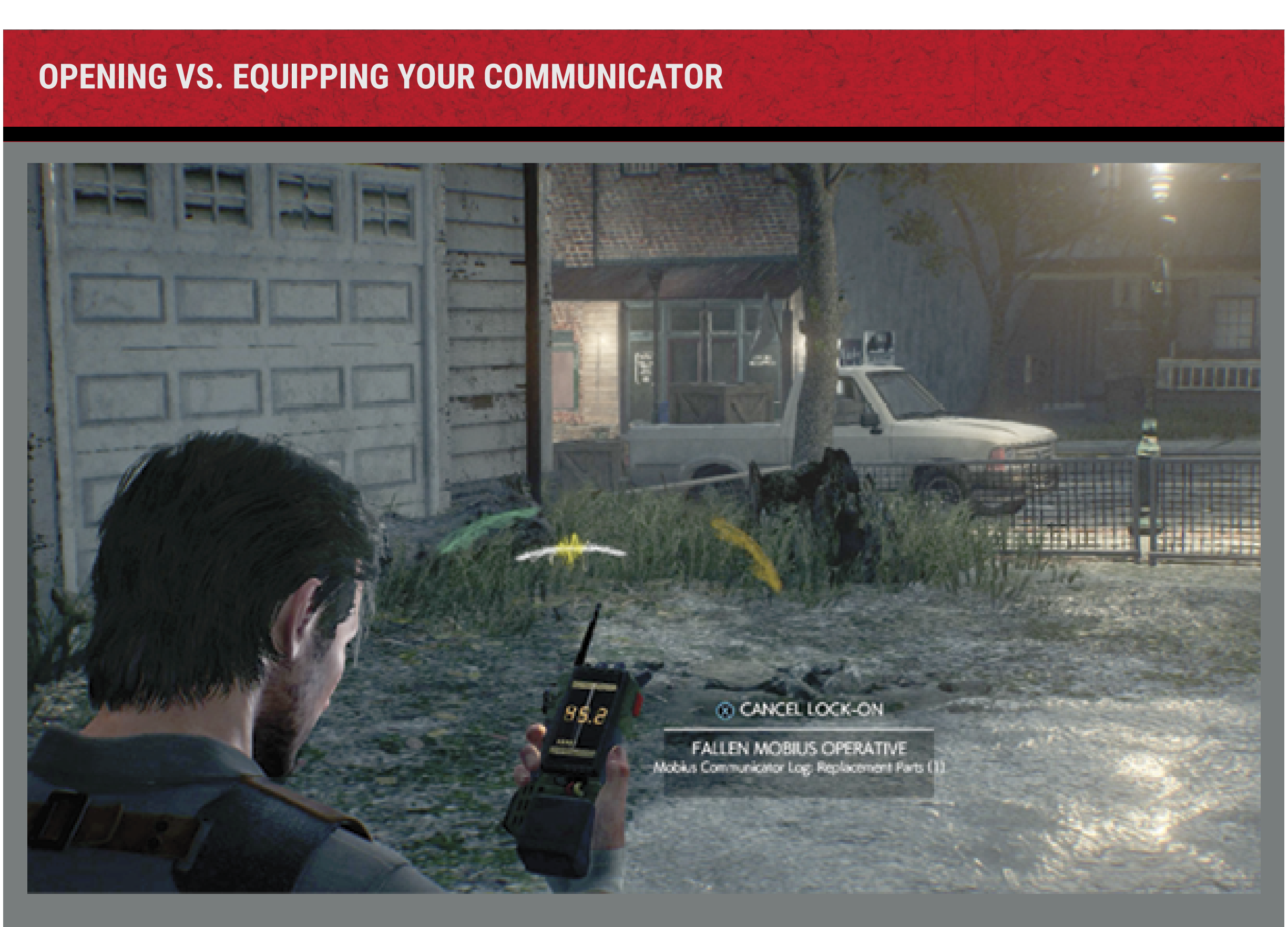


COLLECTIBLES

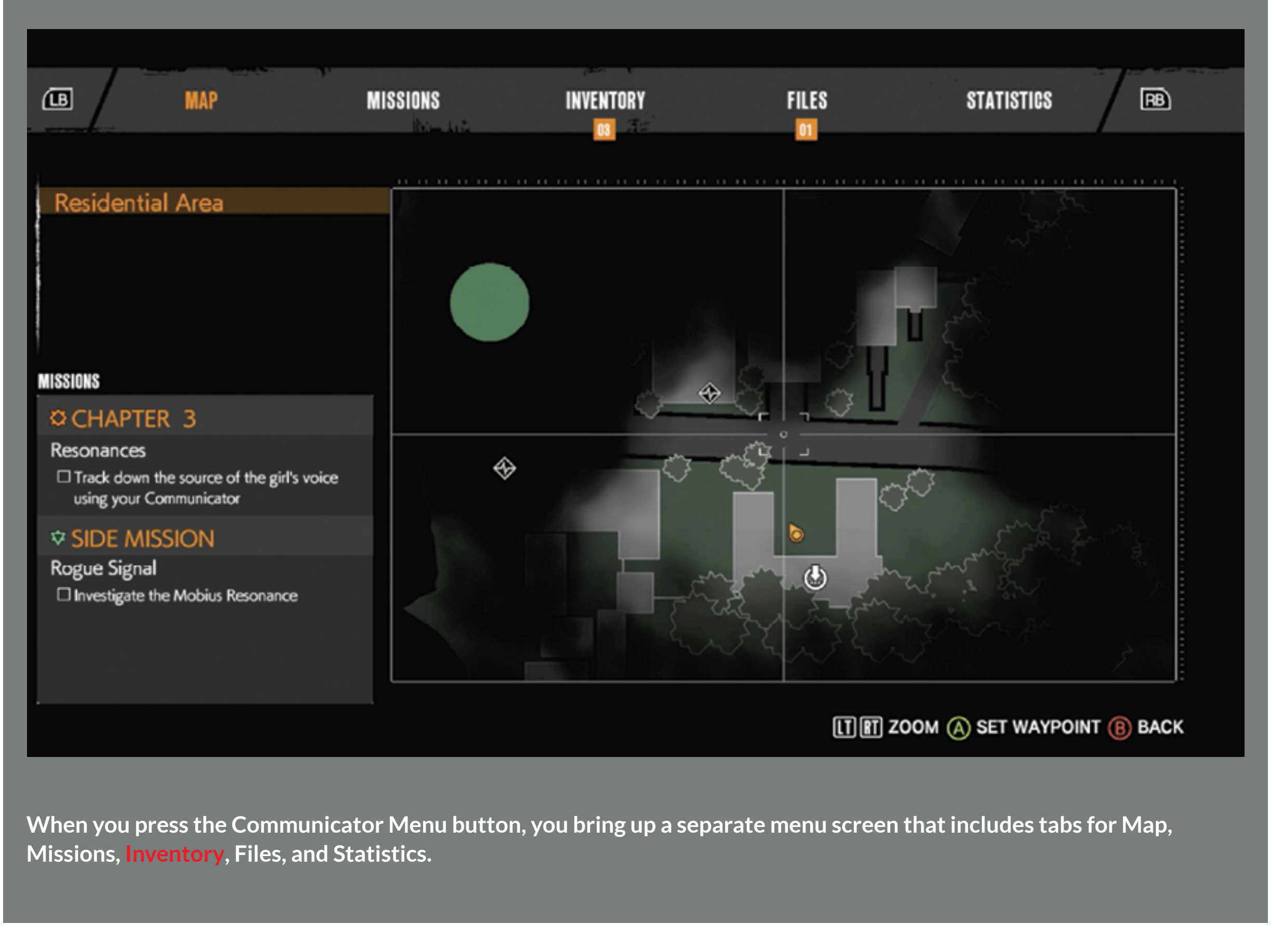
When you open your Communicator menu, you see a sub-menu entitled "Files." The Files sub-menu includes all three types of in-game collectible items: Files (40 total), Residual Memories (24 total), and Slides (11 total). It also catalogs all of the Tutorials you unlock as you move through the game.

For a full chapter-by-chapter list of these collectibles and their locations, check out our Collectible Locations chapter.

OPENING VS. EQUIPPING YOUR COMMUNICATOR



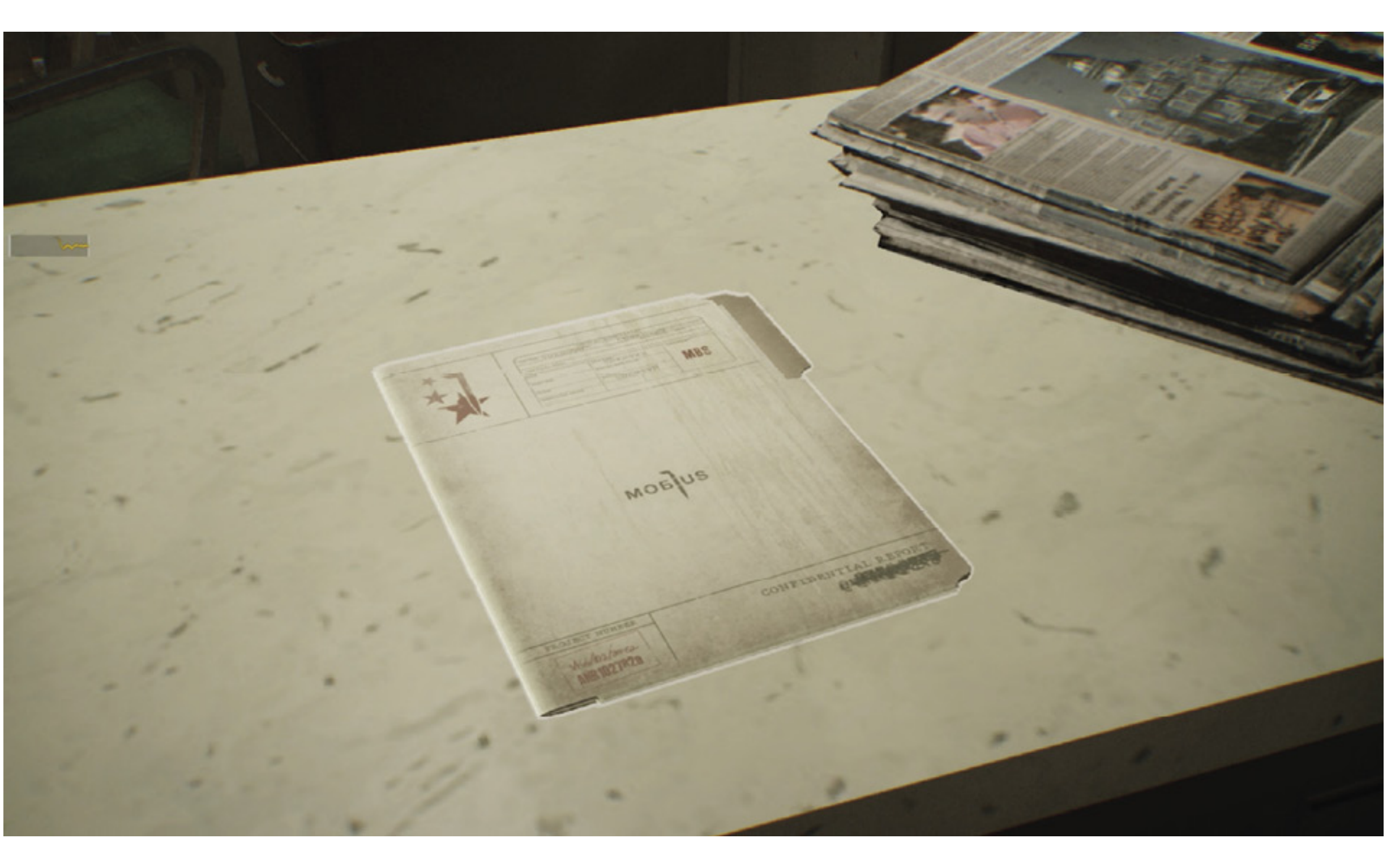
Don't be confused by the two ways you can access your Communicator. When you press the Toggle Communicator button, Sebastian raises the device and any waveforms associated with a nearby Resonance Point appear.



When you press the Communicator Menu button, you bring up a separate menu screen that includes tabs for Map, Missions, Inventory, Files, and Statistics.

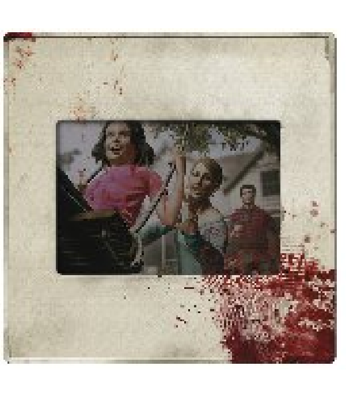
FILES

The forty Files include a variety of documents, both physical (journals, photographs, reports in envelopes, letters) and digital (files on computers, logs on Communicators). Typically, they're found sitting on desks or tables, but some are stashed in less visible or obvious places, so keep a sharp eye out.



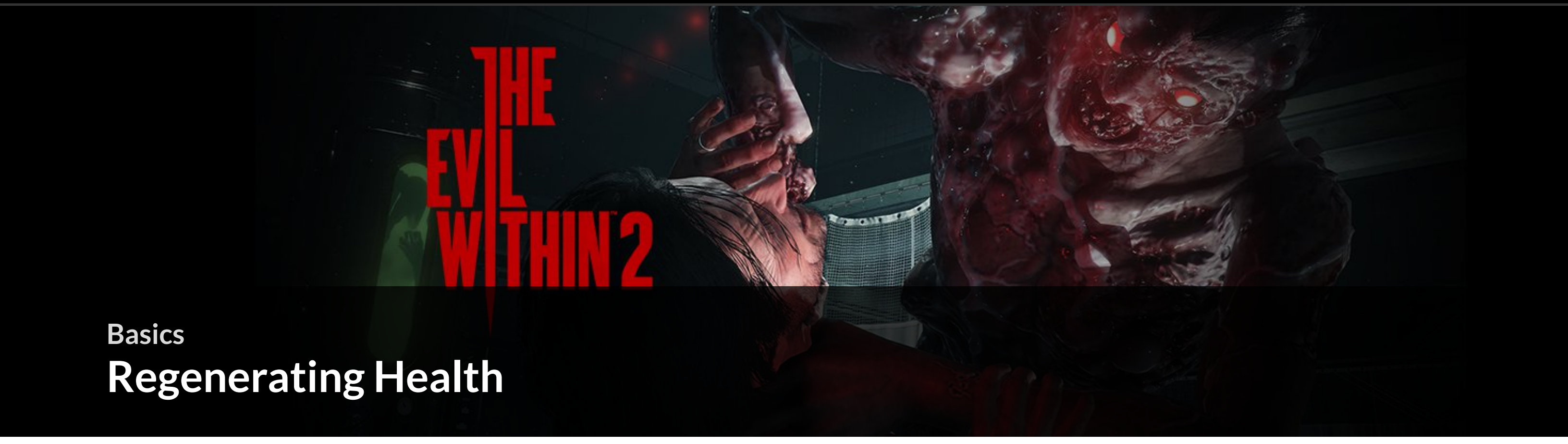
RESIDUAL MEMORIES

A Residual Memory is a particularly strong form of Resonance Point. For a full explanation of Residual Memories and how to find them, check out our section on Resonance Points earlier in this chapter.



SLIDES

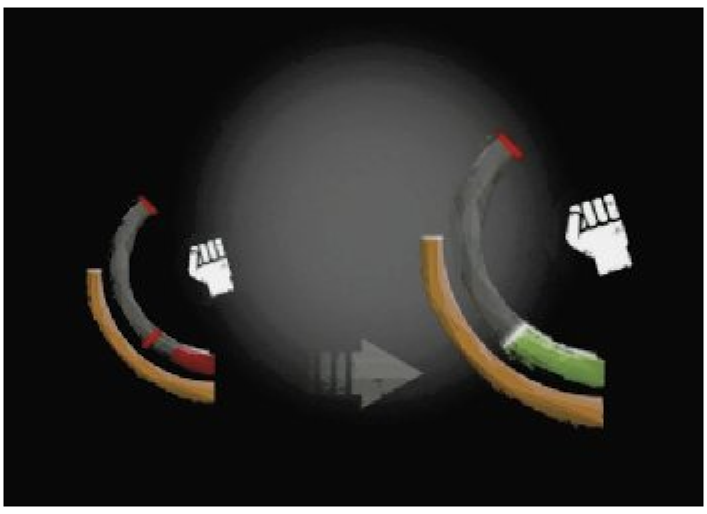
A slide is an old-fashioned photographic transparency framed in a cardboard mount. You can find eleven slides around Union. Some are available for pickup when you first enter an area, but others appear only after you complete special tasks. View each slide by loading it into the slide projector sitting on a desk in Sebastian's Room. Once the photo is projected on the whiteboard across the room, be sure to select "Talk to Kidman" to trigger a conversation inspired by the image. You must collect the first ten slides *and* talk to Kidman about all of them in order to unlock an event that produces the eleventh slide.



Basics

Regenerating Health

As the old saying goes, if you don't have your health, you've got nothing, right? Fortunately, *The Evil Within 2* gives you some different ways to regain your health after slavering monsters rip it away from you.



AUTOMATIC RECOVERY

When your health drops below a certain critically low point, your onscreen Life Gauge turns red. When this happens, try to find a safe place to stand still for a few seconds—when you're not moving, Sebastian's health automatically replenishes up to a minimum good-health mark on the meter.

MEDICAL SYRINGE / MEDICAL KIT

Use these two health-restoring items efficiently. You want a solid buffer of health at all times, if possible. Don't ever let your health meter drop near the minimum mark if you've got a Medical Syringe or Kit in your inventory. Use them! On the other hand, don't consume a syringe or kit if your health meter is nearly full; this wastes a lot of good health. Wait until your meter is low enough that you get the full benefit of the item you're using.

Sometimes your stock of Medical Syringes is full when you find a new one to pick up. Here you might want to use a Syringe from your stock even if your health meter is high enough that you can't get the full benefit. Otherwise, you can't pick up the new Syringe. But of course, another option is to mark its location (with an in-game waypoint or just in your memory) and push forward, returning if you suffer damage later and it's not too difficult or dangerous to return.

COFFEE MAKERS

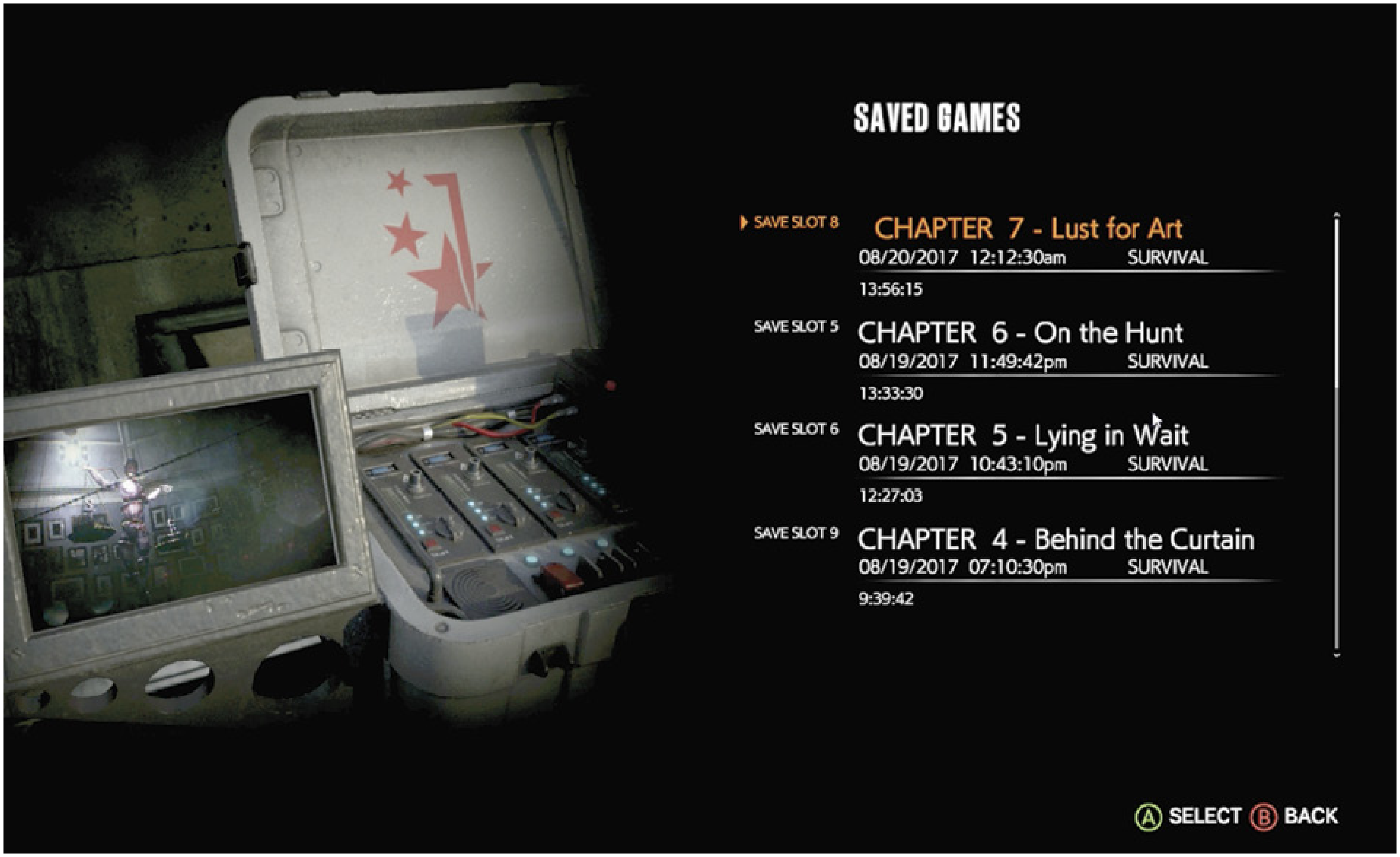
Every Safe House has a Coffee Maker. Using it replenishes your health in full. If you're not far from a Safe House and your health meter is low, consider saving your Medical Syringes and Medical Kits by ducking inside and pouring yourself a healing cup of joe. But remember that each time you use a Coffee Maker, it takes 20 minutes for the device to brew more coffee for consumption.

THE EVIL WITHIN 2

Basics

Saving Your Progress

Every Safe House has a Save Terminal. We highly recommend that you use these terminals regularly to save your game, especially after you win a tough fight, spend time upgrading weapons and skills, or advance a level or more in the Shooting Range. You don't want to lose all that work to an untimely death. The game does keep rotating a set of Autosaves, but don't rely on those to lock in hard or time-consuming progress. Again: Use those Save Terminals!



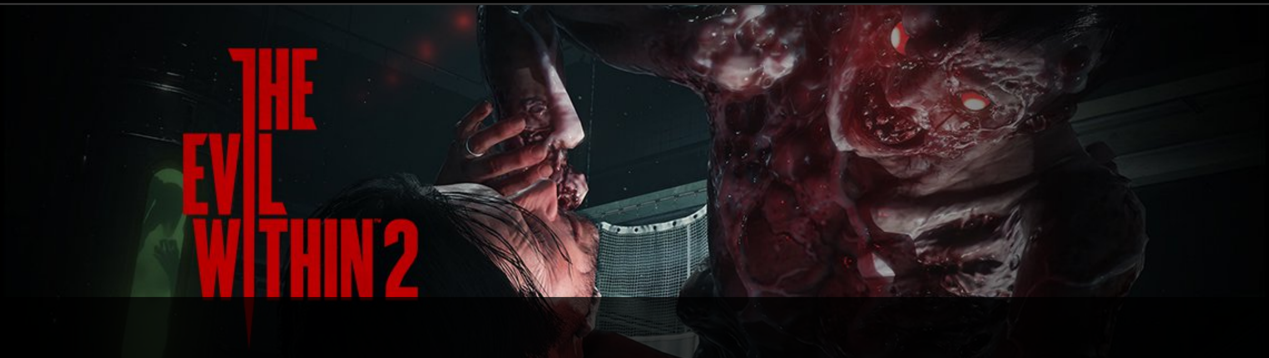
SAVED GAMES

SAVE SLOT 8 CHAPTER 7 - Lust for Art
08/20/2017 12:12:30am SURVIVAL
13:56:15

SAVE SLOT 5 CHAPTER 6 - On the Hunt
08/19/2017 11:49:42pm SURVIVAL
13:33:30

SAVE SLOT 6 CHAPTER 5 - Lying in Wait
08/19/2017 10:43:10pm SURVIVAL
12:27:03

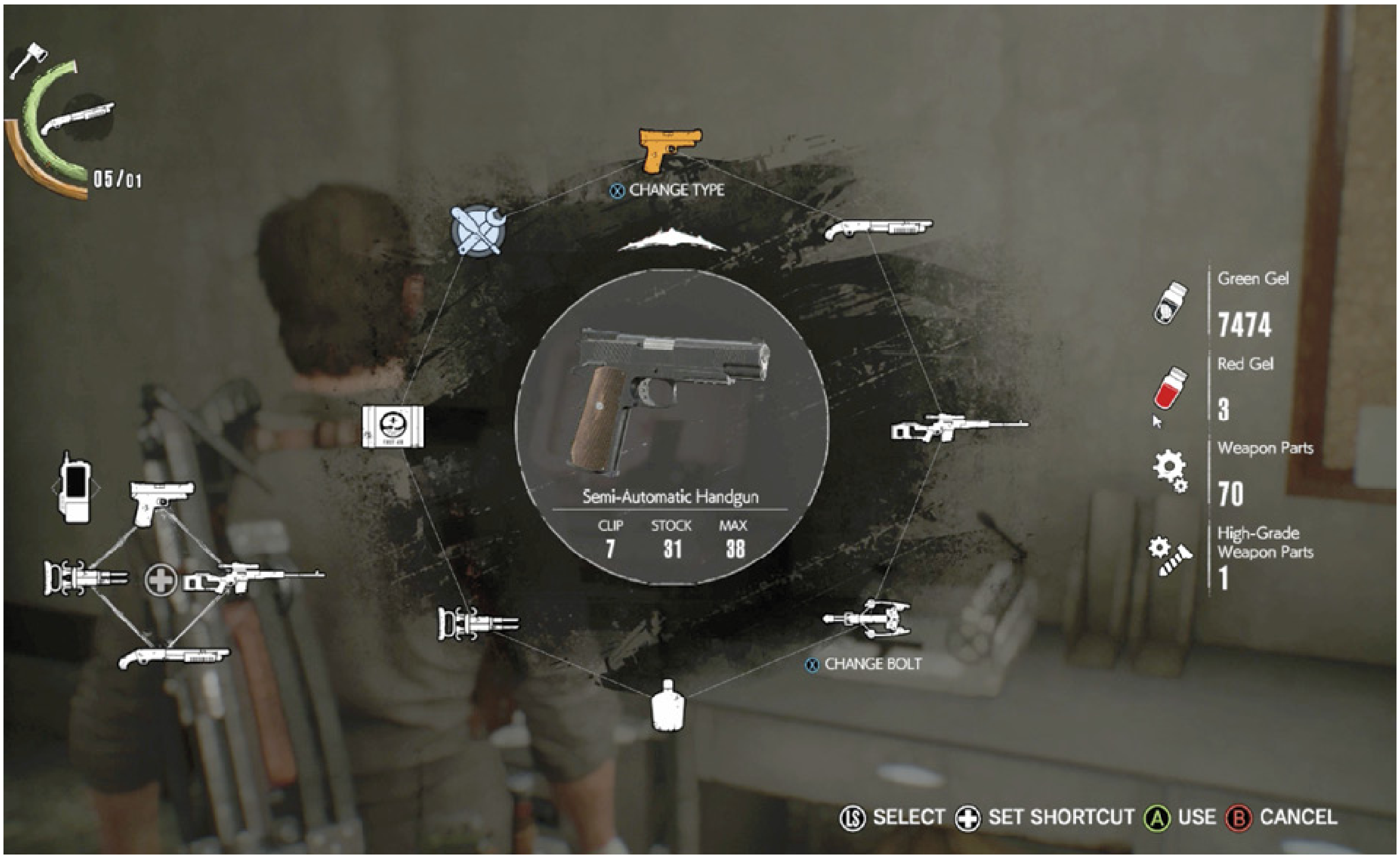
SAVE SLOT 9 CHAPTER 4 - Behind the Curtain
08/19/2017 07:10:30pm SURVIVAL
9:39:42


THE EVIL WITHIN 2

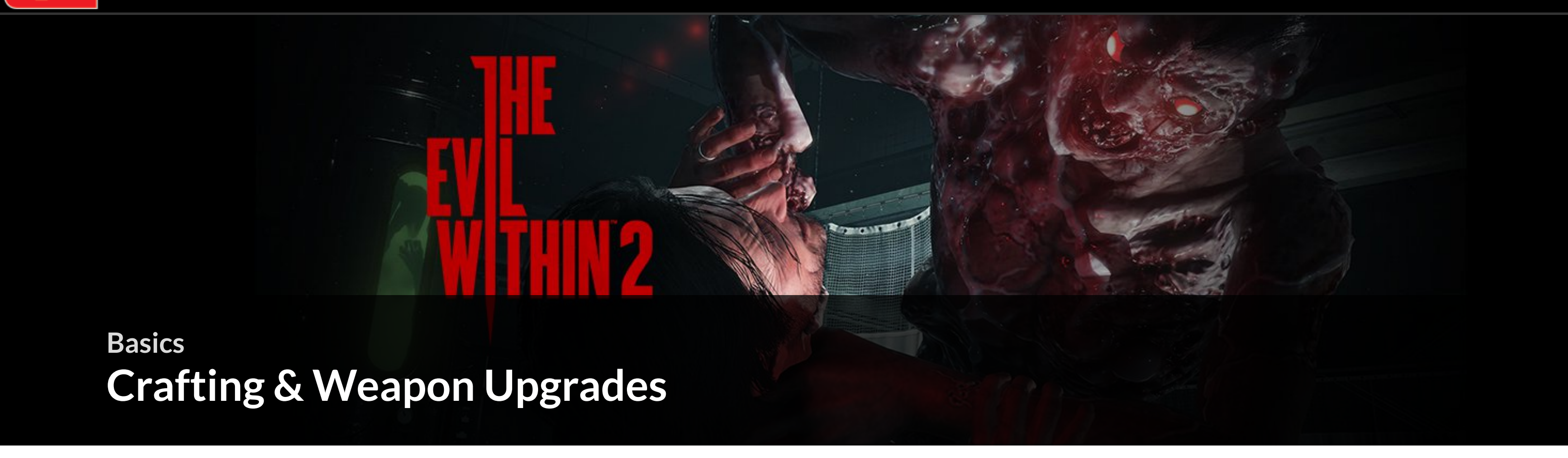
Basics

Using the Arsenal Menu

Hold or press (depending on your control scheme) the Arsenal button to open your Arsenal Menu. Here you can do or view the following:


05/01
ⓧ CHANGE TYPE
Semi-Automatic Handgun
CLIP 7
STOCK 31
MAX 38
ⓧ CHANGE BOLT
Green Gel 7474
Red Gel 3
Weapon Parts 70
High-Grade Weapon Parts 1
Ⓛ SELECT ✚ SET SHORTCUT Ⓐ USE Ⓑ CANCEL

- Select an active Weapon or piece of Equipment including medical items or a Bottle if you have any.
- Assign Weapons and/or Equipment to each of the four Shortcut slots. This lets you switch weapons or select equipment rapidly. Using the mouse/keyboard setup on PC gives the player 8 shortcut slots.
- View your stores of Green Gel, Red Gel, Weapon Parts, and High-Grade Weapon Parts on the right side of the screen.
- View your Health and Stamina bars, your currently equipped ranged weapon or equipment, and your currently equipped melee weapon (Knife or Axe) in the upper left corner of the screen.
- Select the Field Crafting option, which lets you craft ammo or health items without using a Workbench. (For more on Field Crafting, see the next section.)



USING THE WORKBENCH

The Workbench gives you the invaluable ability to craft new ammo, health and recovery items, as well as upgrade your weapons.

CRAFTING

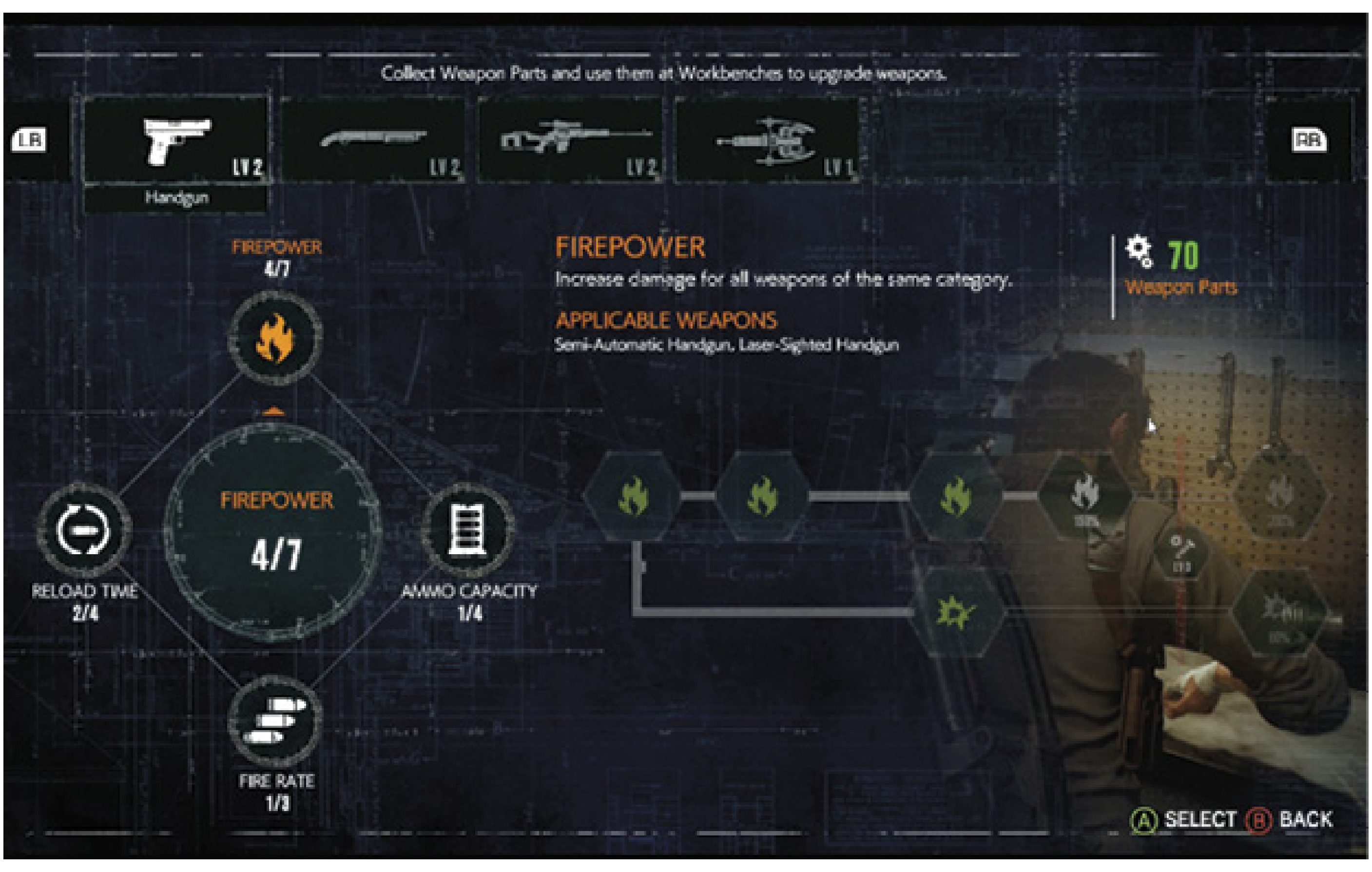
Here's where you spend all of those Component pickups you've been gathering as you move through Union. Workbench crafting lets you fashion ammo for every weapon in your Arsenal, including bolts for your Warden Crossbow. You can also create Medical Syringes and Kits from the healing Herbs you've collected. Crafting can be critical for success; it's hard to find enough ammo and health items to survive without making some of your own.

Grab That Powder!

All ammo (including Flamethrower Fuel) and all crossbow bolts except the Harpoon Bolt require Gunpowder as a Component. Thus, you should be diligent about scooping up all the Gunpowder you can find while exploring Union.

WEAPON UPGRADE

The weapons you find as you progress through Union start out a bit underpowered, and become more so as you encounter tougher enemies later. But you can remedy that at any Workbench by using all the Weapon Parts you find to boost the capability of your guns and crossbow. You can upgrade each weapon's Firepower, Ammo Capacity (how many bullets in the clip before you have to reload), Fire Rate, and Reload Time up to a certain level with just Weapon Parts. But then you need High-Grade Weapon Parts to unlock higher level enhancements.



Collect Weapon Parts and use them at Workbenches to upgrade weapons.

FIREPOWER
Increase damage for all weapons of the same category.

APPLICABLE WEAPONS
Semi-Automatic Handgun, Laser-Sighted Handgun

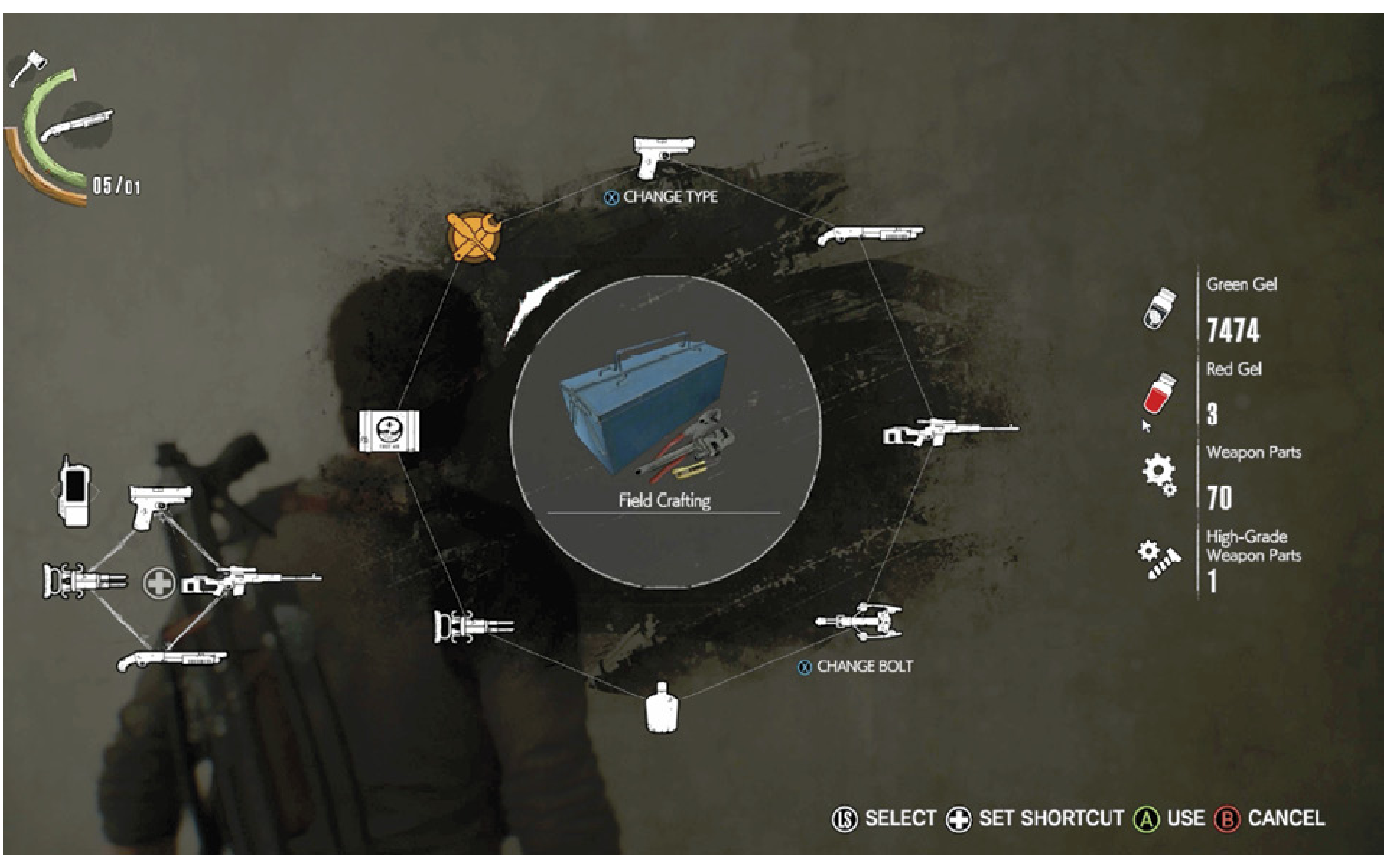
We recommend that you focus on boosting your Handgun's Firepower up through Level 2 first, so that you can take out the ubiquitous Lost foes with just a couple of headshots. Gaining the Critical 1 upgrade helps a lot too, giving you a 30 percent chance to kill a Lost with a single headshot. Your Handgun fires fast enough that you can focus on raising its Ammo Capacity next, then Reload Time, saving Fire Rate upgrades for last.

As soon as you acquire the Sawed-Off Shotgun, start again by boosting its Firepower. But upgrading its Fire Rate can be very helpful when facing multiple enemies, so consider doing that next, before raising its Ammo Capacity.

Your Sniper Rifle starts out with enough punch to kill most low to mid-level foes with a single headshot, so weapon upgrades are not quite as important for this gun. More useful are the Combat skill upgrades that steady your hands for less sway when targeting through your scope.

FIELD CRAFTING

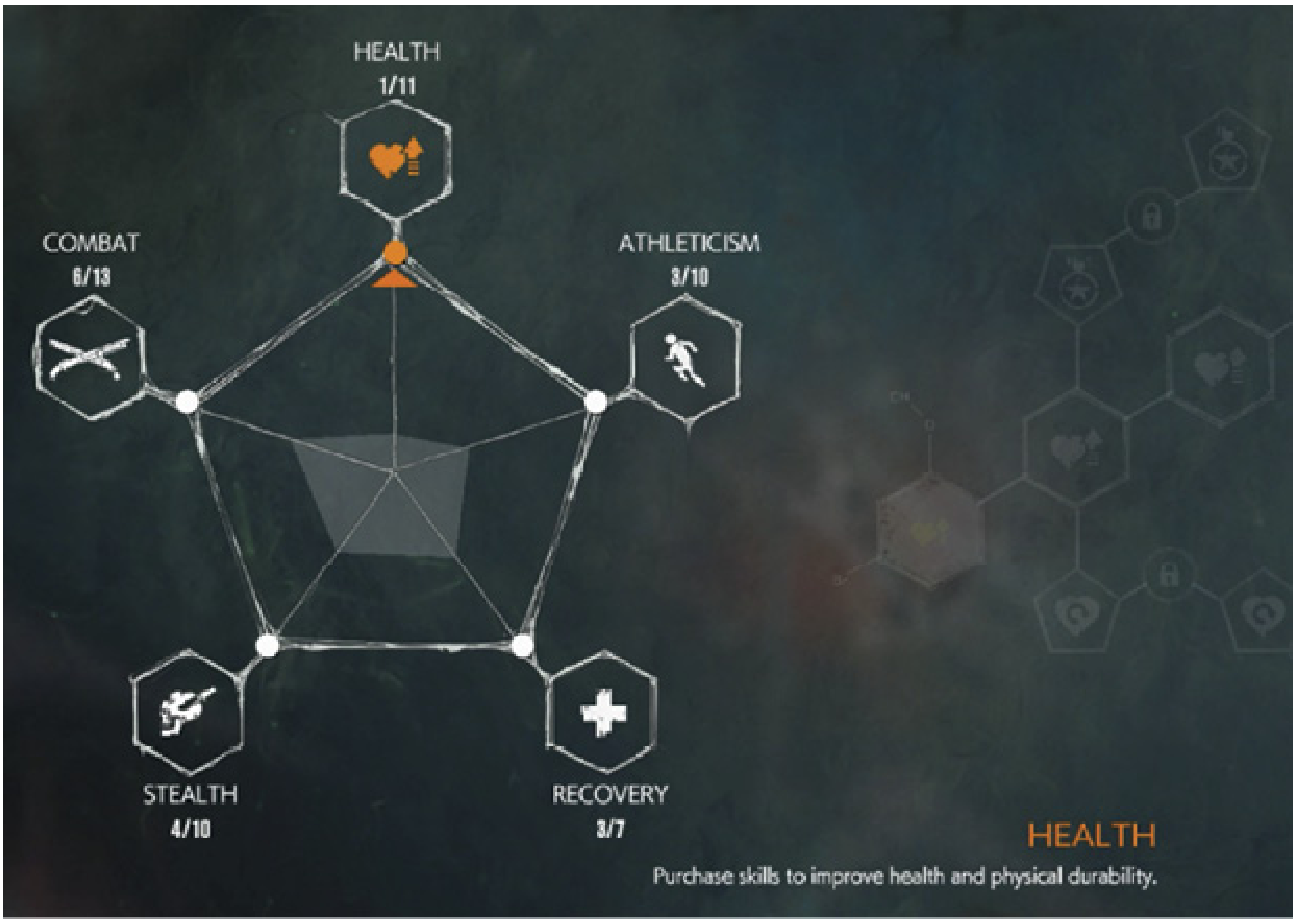
Your Arsenal Menu includes a Field Crafting option, which gives you full access to all Crafting menus; you can replenish your ammo even in the heat of battle, without going to a Workbench. However, the Component cost of field-crafting is much more expensive than at a Workbench. Use this option only in an emergency where you can't make it to a Workbench but desperately need more ammo or health items.



THE EVIL WITHIN 2

Basics

Upgrading Skills



HEALTH

Purchase skills to improve health and physical durability.

Last, but certainly not least, we wrap up our Basics chapter with a quick look at the skills upgrade process. The only way to upgrade your skills is to sit in the wheelchair in the corridor outside Sebastian's Room. Doing this transports Sebastian to Nurse Tatiana's place. There, swivel to face the whiteboard and select Upgrade.

You can purchase skill upgrades in five areas:

- **HEALTH:** Improve physical durability and increase your health meter
- **ATHLETICISM:** Improve stamina and evasion
- **RECOVERY:** Improve how fast you recover health, and how much
- **STEALTH:** Improve concealment and sneakiness
- **COMBAT:** Improve firearm use and melee attacks

Upgrade the skills that match how you like to play. If you enjoy wading into combat and fighting monsters face to face, boost your Combat and Recovery skills. If you like to evade monsters or Sneak Kill them, focus on improving your Athleticism and Stealth skills. And regardless of your play style, you can always use Health upgrades.

THE EVIL WITHIN 2

Combat Tips

We provide numerous fighting tips in our Story Walkthrough and Enemies sections, specific to each enemy and boss type. Here we compile some of them, and add some more general combat tips as well—things to keep in mind regardless of enemy or situation.

TARGET THE HEAD

This is the first rule of combat in The Evil Within 2. Nearly every foe in Union suffers extra damage when you nail them with headshots. Even the bosses, which have other target areas that are weaker, still suffer enhanced damage when you shoot them in the head. Headshots can take out lower level enemies like the Lost with just two Handgun hits or a single Shotgun blast. Note that The Keeper and The Matriarch do not receive extra damage from headshots.

USE SHOTGUNS IN TIGHT SPACES

This is a fundamental combat tactic that many gamers may recognize, but it still bears repeating. All of the shotguns available in the game have great short-range punch, inflicting much more damage in close than other weapons. Shotguns also have a spread effect, with pellets spreading outward as they travel away from the gun barrel. This can let you hit more than one enemy per blast, if foes are bunched together.

SNIPE DANGEROUS FOES FROM AFAR

Once you find and repair the Sniper Rifle, you acquire a highly effective tool for engaging powerful foes such as the Hysteric, Lament and Harbinger without suffering lethal damage in return. The rifle's powerful scope has two levels of magnification, letting you zero in for precise headshots. On lower difficulties, the Lament and Hysteric can be dropped with a single sniper shot, though on Nightmare and Classic upgrades are required to get this result. The masked Harbinger requires a few more shots to kill.

KEEP AN AXE IN HAND

Hand Axes are powerful melee weapons that inflict one-hit kills on most enemies. This makes them great for countering the ambush situations you face regularly in Union. When a monster unexpectedly bursts through a door or slithers out from under a vehicle, you don't always have time to aim and shoot before you get grabbed. But with a Hand Axe in your arsenal, a quick punch of the melee attack button decapitates your tormentor before it can inflict damage.

TARGET AXE-WIELDERS FIRST

Here's a corollary of the previous tip. Yes, a Hand Axe gives you one-hit kill ability, but the weapon also breaks after a single use. Although you can find a few loose Hand Axes wedged in trees or woodpiles or dead bodies, most available axes are in the hands of hostile Lost citizens. When you spot a Lost with an axe, make it your priority target; it drops its axe for pickup when killed. If you get swarmed by a Lost pack, target any axe-wielders first so you can scoop up their Hand Axe and swing it through other attackers as they converge on you.

TRY FOR MULTIPLE KILLS WITH ONE AXE SWING

One last Hand Axe tip: if you swing an axe at two or even three foes lined up side by side, your single strike can behead all of them!

LOOK FOR THE RED SPOTS ON BOSSES

When facing the big bosses—Watcher, Effigy, Matriarch—be aware that their weak spots glow red. Target those red spots to bring down these great monsters.

UPGRADE TO THE BOTTLE BREAK SKILL

One of the most useful skills you can purchase in any upgrade tree is the awesome Bottle Break in the Stealth skill tree. Buy it as soon as possible. When you have Bottle Break, Sebastian automatically uses bottles from inventory to break free from most enemy grab attacks. When the foe makes its grab, Sebastian slams a bottle into its face, breaking its grip. Note that the Bottle Break skill is automatically given to the player on Casual difficulty, so there is no need to purchase it.

Note that Bottle Break only works if you have at least one bottle in inventory, so keep your bottle supply topped off. Fortunately, plenty of bottle pickups are scattered around almost every area in the game.

TRY FOR SNEAK KILLS WHENEVER POSSIBLE

Ammo is precious, especially when playing in the harder difficulty levels. To conserve ammo, employ the Sneak Kill maneuver on any foe that you can manage to sneak up behind. This stealth attack lets you inflict one-hit kills with your Survival Knife on Lost, Albedos, Disciples (though not when they're flaming), and Gluttons (though not when they're swollen).

You can execute the move on Laments, Hysterics and Harbingers too, but one Sneak Kill is not enough to kill them—two usually does the trick. However, the first Sneak Kill on these tougher enemies inflicts heavy damage, so it's worth the effort. Just remember that you have to hustle away after the first attack.

IF YOU LIKE SNEAK KILLS, BE A PROWLER… AND LATER, A PREDATOR

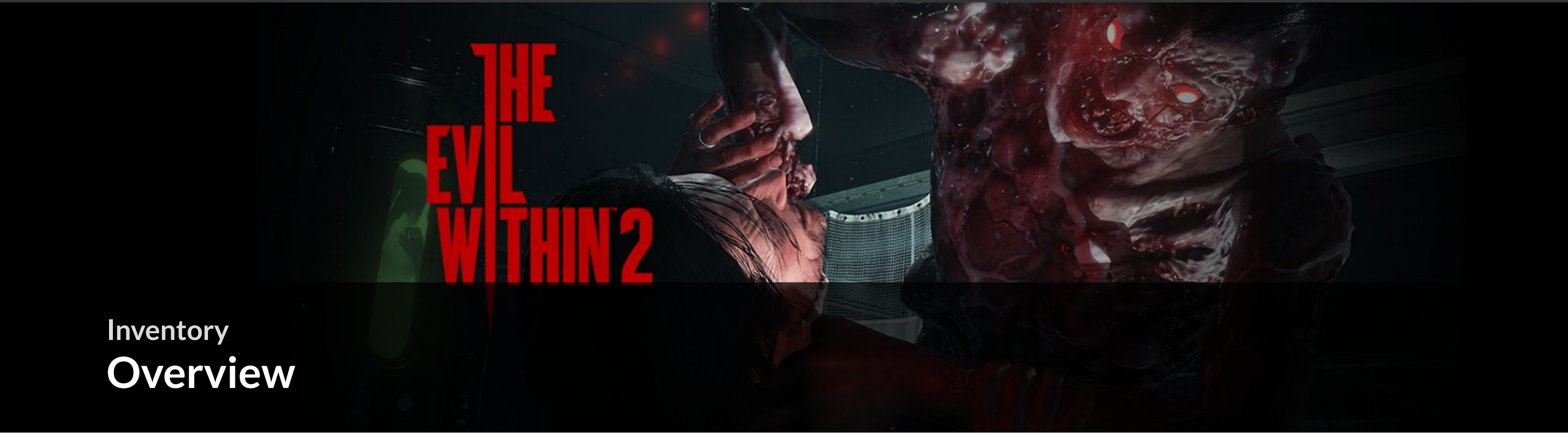
Creeping up behind enemies for Sneak Kills can be frustrating. Your targets can hear you if you approach while walking upright, but your initial Sneak (crouch-walk) speed is quite slow—foes will sometimes turn around and spot you before you can reach them. One solution is to spend some Green Gel on the Prowler 1 and 2 skills in the Stealth upgrade tree. These skills increase your crouching speed so you can move silently to targets from behind before they turn and spot you.

Later on, after you acquire some Red Gel to unlock further progress on the same upgrade path, the Predator skill lets you close swiftly yet silently on foes from behind for Sneak Kills. It's expensive, but if you prefer stealth play, Predator is a must-have special ability.

DEVELOP COMPLEMENTARY SKILLS

If you like straight-up combat, boost your Combat skills first, of course. But enhanced Recovery skills like Treatment and Quick Recovery are extremely valuable if you're a fighter who regularly wades into combat situations. Second Chance is one of our favorite Recovery tree upgrades; when you suffer damage that would normally be fatal, Sebastian automatically uses a Medical Syringe instead of just dying. (You need syringes in your inventory for Second Chance to work.)

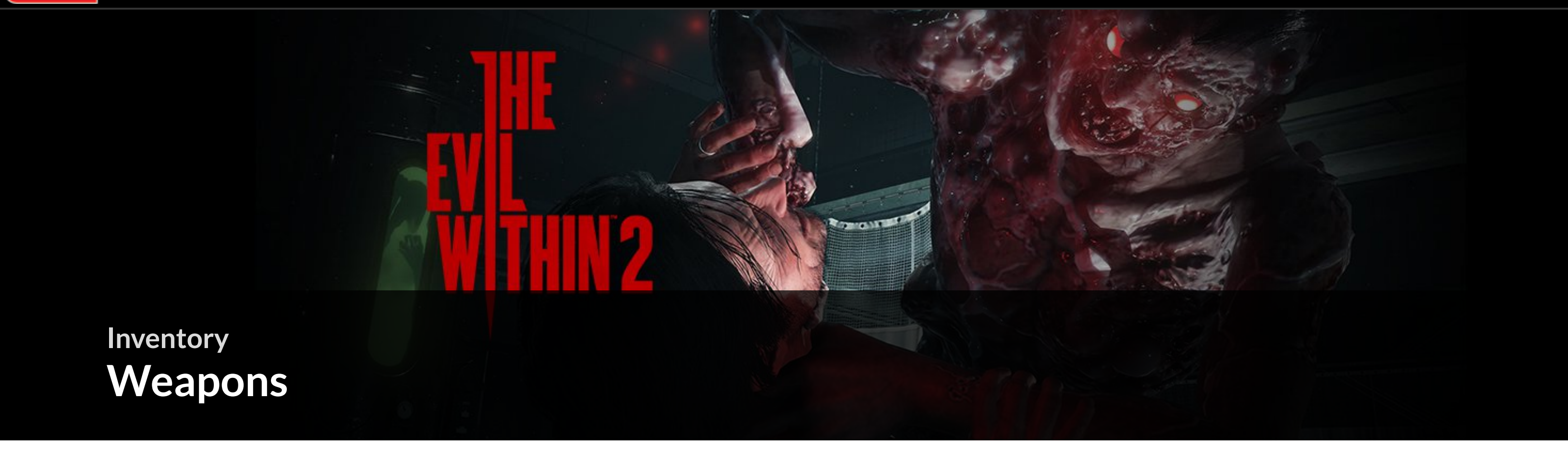
If you prefer more evasive tactics, work your way up the Stealth tree then pair those improvements with Athleticism upgrades like Endurance to let you sprint longer, and Reflexes to let you automatically evade certain attacks.



Inventory

Overview

The Evil Within 2 has a lot of good stuff to find and use and shoot. Here’s a comprehensive listing of all the items and equipment you can acquire for use in the game. Note that we don’t list here the collectible items that the game tracks under “Files” in your Communicator menu. To find our listing of those items, check out our Collectible Locations chapter.

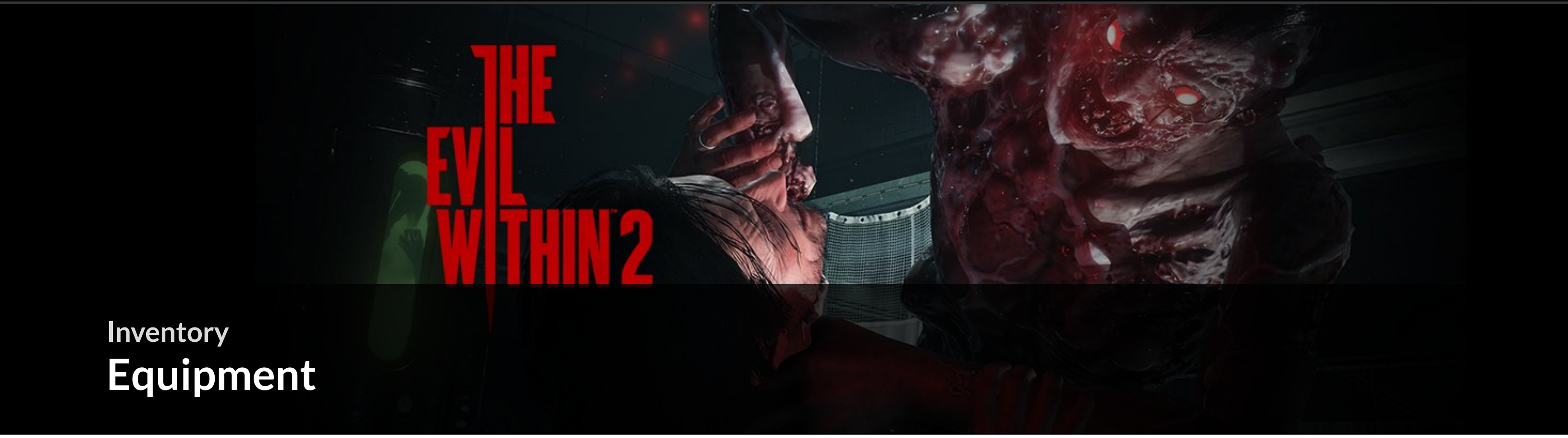


Inventory

Weapons

Weapons

WEAPON	NAME	AMMO	NOTES	DESCRIPTION	HOW TO ACQUIRE
	Semi-Automatic Handgun	Handgun Bullets	Standard handgun with normal damage.	A standard semi-automatic pistol. It's nothing fancy, but it's reliable and can be upgraded.	Automatically found in Chapter 2
	Laser-Sighted Handgun	Handgun Bullets	Reticle becomes a laser, aiming zooms in further than normal handgun. Close-range damage is lower than normal handgun, but long-range damage is higher.	This semi-automatic pistol has been equipped with a laser sight for improved accuracy at longer ranges.	Found in parking lot to the north of Union Auto Repair (Residential Area)
	Silenced Handgun	Handgun Bullets	Quiet but weak. By shooting a single enemy, you can lure it away from its group.	This semi-automatic pistol has been equipped with a sound suppressor, which reduces gunfire noise but also reduces damage. If used carefully, single enemies can be lured away from groups.	Complete the "Getting Back Online" side mission in the Business District. After completing, it can be found in the orange Mobius crate in Sykes's Safe House.
	Burst Handgun	Handgun Bullets	Special bonus weapon. Its damage is a bit higher than the normal handgun, but it only fires in 3-round bursts.	This automatic pistol fires 3-shot bursts and can do more damage than the standard Semi-Automatic Handgun, even though it shares the same ammunition.	Part of "The Last Chance Pack"
	Revolver	Handgun Bullets	Powerful with a rate of fire faster than the Semi-Automatic Handgun.	Sebastian's sidearm of choice. It's less accurate than the Semi-Automatic Handgun, but it does more damage. It uses the same ammunition as the Semi-Automatic Handgun.	Complete the Anima flashback events in the following locations: 1. 336 Cedar Ave. 2. Juke Diner After that, complete the final Anima flashback event in the following area: The Marrow: Restricted Labs
	Magnum	Magnum Rounds	Highest damage of any firearm. Carries 18 Magnum rounds by default.	It's seen some wear and tear, but it's still the most powerful handgun in the world and could blow your head clean off.	Complete the game on any difficulty setting.
	Sawed-Off Shotgun	Shotgun Shells	High damage at close range Wide spread.	This pump-action shotgun has a sawed-off barrel, which does more damage at a short distance.	Can be found in any of the following 3 places: 1. The Marrow: Armory 2. Tredwell Trucking 3. The Marrow: Facilities 4. On Casual difficulty, next to a car on the way to The Pit Stop.
	Full-Barreled Shotgun	Shotgun Shells	Medium damage. Damage doesn't go down much even at longer ranges. Narrow spread.	This medium-range pump-action shotgun has a long barrel, giving it a longer range to do damage.	Found in the storage shed to the south of Post Plus in the Business District Can be acquired in either Chapters 6-7 or Chapters 11-13
	Double-Barreled Shotgun	Shotgun Shells	Fires two shells in a single shot. Most suitable for a hit-and-run playstyle.	Twice the barrels, twice the buckshot, twice the damage. Light and sturdy, but needs to be reloaded more often.Shotgun clip capacity upgrades do not apply to this weapon.	Can be found in "The Marrow: Experimental Wing" after completing the side mission "The Last Step" for Julian Sykes
	Sniper Rifle	Sniper Rifle Cartridges	-	This rifle is super-accurate at long range thanks to its powerful scope. For when you don't want to get your hands dirty.	Can be obtained in any of the following 3 ways: 1. Find the Broken Sniper Rifle and Sniper Rifle Parts in the Residential Area and repair it 2. Find in Chapter 11-13 Business District on John's Coffee roof 3. Find in the Chapter 15 Ruined City area
	Assault Rifle	Assault Rifle Cartridges	-	This automatic weapon uses standard rifle ammunition. It packs a punch, but burns through ammo quickly.	Found in "The Marrow: Facilities" safe house after starting Chapter 13.
	Flamethrower	Flamethrower Fuel	Sets enemies on fire, but equipping it slows you down and it consumes fuel quickly.	This odd weapon, once wielded by Liam O'Neal, can be used to quickly fill an area with flaming liquid. It is heavy and cumbersome enough to restrict movement. Fuel will be loaded into the flamethrower immediately upon crafting.	After defeating the Harbinger boss in Chapter 11, the Broken Flamethrower can be found in "The Marrow: Restricted Labs." You must then defeat Harbinger enemies in the Business District to collect two Flamethrower Fuel Tanks to repair it.
	Survival Knife	-	Damage is relatively low. Best used in an emergency to push enemies away, or to break crates and other objects.	This large survival knife is perfect for Sneak Kills and getting into places that are chained shut. It also doesn't require ammunition.	Acquire automatically in Chapter 2
	Brass Knuckles	-	Extremely high damage. Cannot use an axe while equipped.	A familiar metallic weapon. With this equipped, you're strong enough that you don't have any need for knives or axes.	Beat the game on Nightmare or higher difficulty

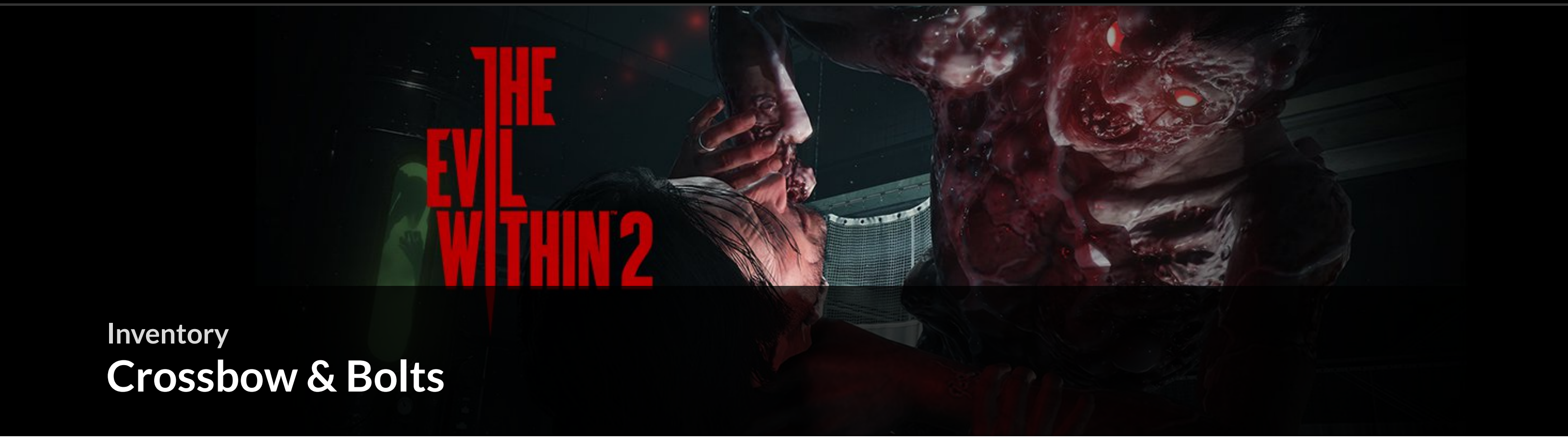


Inventory

Equipment

Equipment

WEAPON	NAME	NOTES	DESCRIPTION	WHERE FOUND
	Medical Syringe	Restores a small amount of health. Can increase the amount it heals by upgrading certain skills.	You're not sure exactly what's in it, but it restores a small amount of health, so it can't be all that bad. Medical Syringes can be crafted from Herbs.	Find them scattered around the map, or in wall-mounted first aid kits in buildings
	Medical Kit	Restores a large amount of health.	Contains medication that restores a moderate amount of health. Better than a Medical Syringe!Medical Kits can be crafted from Herbs.	Find them scattered around the map
	Bottle	Throw bottles to lure enemies to the spot where they break. Stun weak enemies by hitting them in the head with a thrown bottle. If you have the Bottle Break skill, you automatically expend Bottles to break out of grab attacks.	Sorry, not enough liquid in here to give you a buzz, but you can throw it to distract enemies, so it's not totally useless.With the Bottle Break skill, bottles can also be used to break out of some enemies' grab attacks.	Find them scattered around the map
	Hand Axe	Does a large amount of damage to enemies. Get them by defeating enemies that carry axes. Breaks after a single use.	When acquired, a Hand Axe temporarily replaces the Survival Knife in combat. It can instantly kill some enemies, but will break after a single use.	Find a few scattered around Union, or dropped by enemies you defeat



Inventory

Crossbow & Bolts

Crossbows & Bolts

WEAPON	NAME	NOTES	DESCRIPTION	HOW TO ACQUIRE
	Warden Crossbow	-	A unique collapsible crossbow. Its heavy-duty bowstring means that it can shoot heavy projectiles a great distance.	Find in Residential Area
	Shock Bolt	Chains from enemy to enemy, knocking them down and stunning them. Stomp downed enemies to kill them instantly. Some enemies will withstand the shock and remain standing up. Can upgrade to increase the number of enemies the electricity chains between, knocking them down. If you shoot a Shock Bolt into a large pool of water, any enemy stepping into it will be shocked for the duration of the effect.	This crossbow bolt releases electric current which arcs from enemy to enemy, stunning them and sometimes knocking them down. It can also be fired at broken fuse boxes and pools of water for special environmental effects.Shock Bolts can be crafted by combining Fuses and Gunpowder.	Find together with Warden Crossbow
	Harpoon Bolt	Specializes in knocking enemies down and destroying their limbs. A good early weapon for silent takedowns.	This crossbow bolt impales struck opponents. Harpoon Bolts make no sound when fired, so they can be very useful in certain situations.Harpoon Bolts can be crafted from Metal Pipes.	1. Find nearby the Warden Crossbow 2. Find some scattered around the map
	Smoke Bolt	Blocks enemy line of sight. Can confuse enemies and stop them in their tracks, making it useful when you want to escape. If you upgrade your Smoke Bolts, you can gain the ability to Sneak Kill enemies caught inside the smoke.	This crossbow bolt releases a cloud of smoke centered around its impact point.Upgrading your Smoke Bolts at a Workbench can give you the ability to Sneak Kill enemies trapped inside the area of effect.Smoke Bolts can be crafted by combining Smoke Powder and Gunpowder.	1. Find at Union Power and Gas in the Residential Area 2. Find some scattered around the map
	Explosive Bolt	Getting hit by the shrapnel does a lot of damage. Bigger enemies get hit by more shrapnel, doing even more damage to them. More shrapnel comes out of one side than the other. A good way to do a lot of damage is to set the Explosive Bolt at an enemy's feet. Sebastian also takes damage from Explosive Bolts.	The warhead on this crossbow bolt will violently explode when activated, releasing damaging shrapnel into the surrounding area. You don't want to be near it when it goes off.Explosive Bolts can be crafted by combining Nails and Gunpowder.	1. Find in the basement of Union Auto Repair in the Residential Area 2. Find some scattered around the map
	Freeze Bolt	Freezes enemies within a radius.	This crossbow bolt will freeze enemies struck by it. Most enemies will shatter into pieces, though some may only be temporarily frozen or not affected at all.Freeze Bolts can be crafted by combining Condensers and Gunpowder.	1. Find in Torres's Safe House in the Union Nature Preserve 2. Find some scattered around the map

THE EVIL WITHIN 2

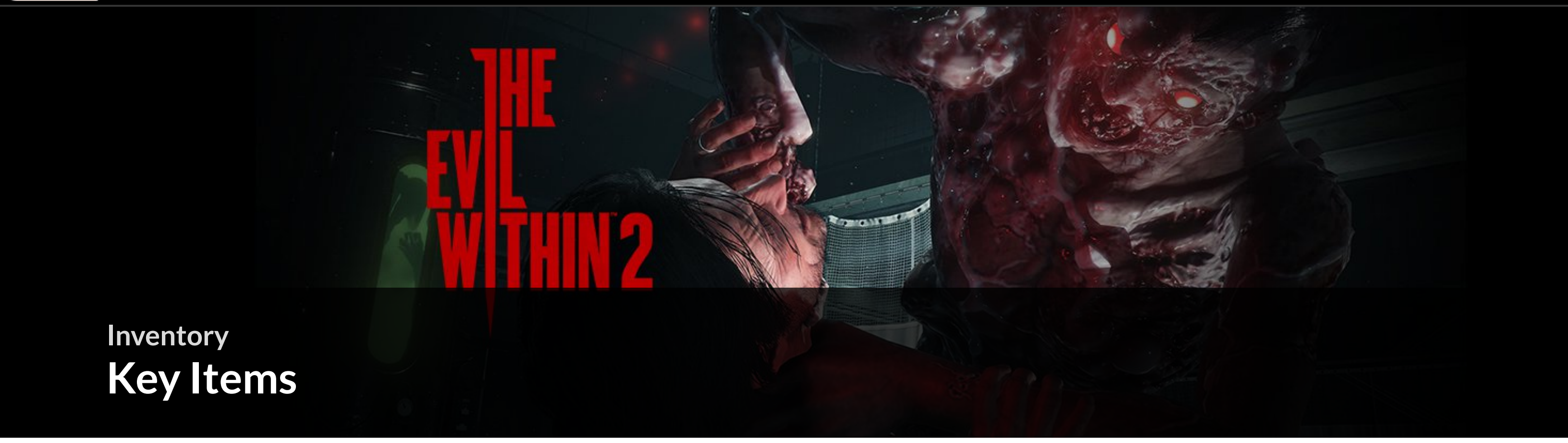
Inventory

Components

Note that the parts you find in-game for both the Sniper Rifle and the Flamethrower are initially listed as both Components (in the in-game Crafting menu) and as Key Items, which is where we'll list them in this section. Once you assemble them into working weapons, they're listed under Equipment.

Components

COMPONENT	NAME	DESCRIPTION	WHERE FOUND:
	Gunpowder	An explosive mixture of potassium nitrate, sulfur, and charcoal, used in shells and cartridges. Twelve centuries old and still just as effective.This Component can be used to craft ammunition and other useful items.	Many places in various areas.
	Herb	A naturally-occurring plant with medicinal properties.	Many places in various areas.
	Smoke Powder	This dry powder emits a plume of smoke when exposed to flames.	Many places in various areas.
	Nails	These long stainless steel nails are the kind typically used in construction. They make great shrapnel.	Many places in various areas.
	Fuse	A small, block-type fuse from an electric junction box. It cannot, unfortunately, be used to repair broken fuse boxes.	Many places in various areas.
	Metal Pipe	A chunk of steel pipe with some rust on the ends. Not worth much as a cudgel. Besides, you've got guns!	Many places in various areas.
	Condenser	This portable condenser unit is used in laboratories to cool gases and condense them into liquids.	Several places in various areas.



Inventory

Key Items

Key Items

ITEM	NAME	TEXT	HOW TO ACQUIRE
	Union Security Card	This security card shows a grid of authentication codes used to access secure Mobius locations.	Find in the basement of Union Auto Repair in the Residential Area
	Sealed Hospital Ward Keycard	This security card will open the locked door of the sealed hospital ward. It seems familiar somehow.	Find during the Anima flashback event at 336 Cedar Ave. in the Residential Area
	Roses	Though these flowers are beautiful, something seems… "off" about them. You have a feeling that you should be extra careful with the thorns.	Find at Union City Hall
	Emerald Necklace	This expensive-looking necklace features a large gemstone.	Find at Union City Hall
	Lily Doll	Myra made this doll of Lily. It is one of Lily's most treasured toys.	Find at The Pit Stop in the Residential Area
	Myra Doll	Myra made this doll of herself. It is one of Lily's most treasured toys.	Find at Tredwell Trucking in the Residential Area
	Gas Mask	Wearing this is the only way to get through the gas-filled areas of The Marrow. O'Neal was nice enough to find a brand new one for you so you're not wearing a dead man's mask.	Acquire from Liam O'Neal at the start of Chapter 4
	Broken Sniper Rifle	The body of this sniper rifle is badly damaged. With the proper parts it could be repaired, but the previous owner is no longer able to say where those might be found.	Find on the roof of the building to the west of Union Visitor Center in the Residential Area
	Sniper Rifle Parts	Spare parts for maintaining a sniper rifle. If there are Sniper Rifle Parts here, then there must be a Sniper Rifle somewhere.	Find in a garage north of Union Auto Repair in the Residential Area
	Broken Flamethrower	This flamethrower's fuel tanks are damaged beyond repair. You'll need to find some replacements before you can use it.The weapon seems to use custom-made parts, so you'll probably need to find a similar weapon to salvage the tanks from. You have a feeling that you're not going to find one lying around, though…	Found in The Marrow: Restricted Labs after the fight with O'Neal in Chapter 11
	Flamethrower Fuel Tank	The flamethrower that this was taken from was damaged beyond repair.Two of these would be sufficient to replace the tanks of an otherwise functional flamethrower.	Acquired by defeating Harbinger enemies in the Business District during Chapters 11-13
	Unity Cerebral Chip	This electronic chip was implanted in the brain of a Mobius operative.	Find in The Marrow: Restricted Labs
	Harrison's Communicator	Miles Harrison gave this Communicator to Sebastian before he died. It can apparently be used to start up the Stable Field Emitter.	Find at Union City Hall
	Storage Room Key	Found on a corpse in an alleyway, this small key opens the storage room near the Post Plus office.	Find at back alley south of the Business District.
	Crank Handle	It's used to open something with a crank... But what it's supposed to open is up to you to discover…	Acquire in catacombs during Chapter 9.

THE EVIL WITHIN 2

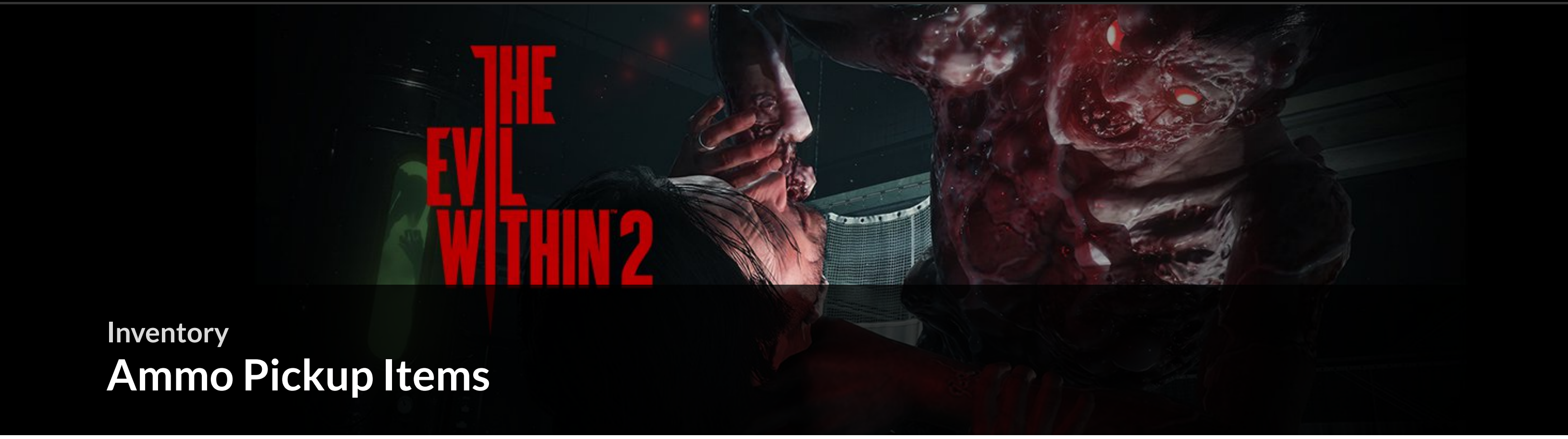
Inventory

Upgrade Items

These important pickup items aren't listed in your Inventory, but they're tallied on the right side of your Arsenal Menu. You need Weapon Parts and High-Grade Weapon Parts to complete weapon upgrades at your Workbenches; and you need Green Gel and Red Gel to boost your skill levels when you use the upgrade chair and visit Nurse Tatiana.

Upgrade Items

ITEM	NAME	DESCRIPTION	HOW TO ACQUIRE
	Weapon Parts	Various useful components that can be used to upgrade and repair weapons at Workbenches.	Found in many places around the map
	High-Grade Weapon Parts	These components are higher-quality than standard weapon parts and are used to open locked weapon upgrade branches.	Found in a small number of locations around the map
	Green Gel	It's gross and it comes from dead enemies, but if you collect it, you can use it to obtain increased abilities.	Drops from enemies, also acquired after viewing each slide for the first time
	Red Gel	This mysterious, blood-red liquid is used to open locked skill upgrade branches.	Found in a small number of locations around the map



Inventory

Ammo Pickup Items

Ammo isn't listed in your Inventory, but it is tallied for each weapon in your Arsenal Menu. You can find ammo scattered around almost every area of the game. Keep an eye out for valuable Ammo Pouches too. These increase the amount of ammo you can carry for specific weapon types: Handgun, Shotgun, Sniper Rifle, Warden Crossbow, and Assault Rifle. You can also find Medical Pouches that increase the number of Medical Syringes you can carry.

Ammo

ITEM	NAME	COMPONENT NEEDED TO CRAFT
	Handgun Bullets	Gunpowder
	Shotgun Shells	Gunpowder
	Sniper Rifle Cartridges	Gunpowder
	Assault Rifle Cartridges	Gunpowder
	Magnum Rounds	Gunpowder

Ammo Pouches

ITEM	NAME	UPGRADE LEVELS(START LEVEL LISTED FIRST)
	Handgun Ammo Pouch	(20)/26/32/38/44/60
	Shotgun Ammo Pouch	(7)/10/13/16/25
	Sniper Rifle Ammo Pouch	(8)/11/14/25
	Assault Rifle Ammo Pouch	(90)/120/150/300
	Warden Crossbow Ammo Pouch	(5)/6/7/10
	Medical Pouch	(3)/4/6

THE EVIL WITHIN 2

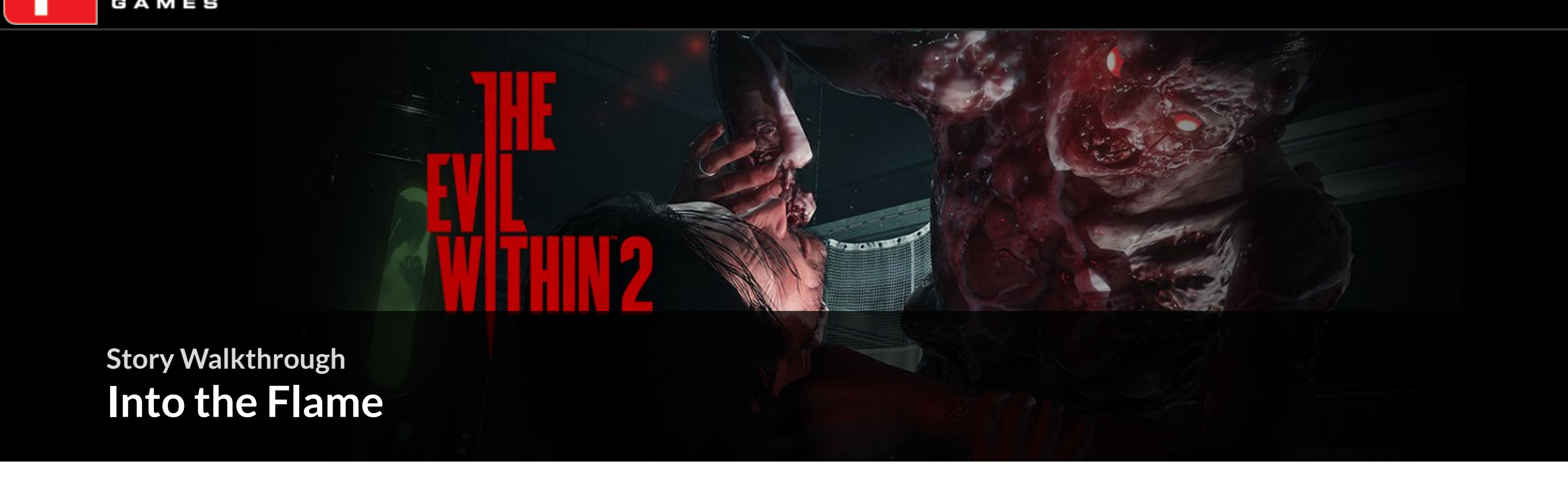
Story Walkthrough

Introduction

Here's where we take you step-by-step through *The Evil Within 2*, including the side missions. Parts of the game allow you to move through the Mobius-created town of Union in a variety of ways. In those sections, our walkthrough provides an efficient way to explore everything of interest while pursuing the main objectives of the central story line. Other parts of the game are more linear; in those sections, we focus more on tactical advice for the challenges you face.

DIFFICULTY MODES

Our walkthrough is based specifically on the Survival difficulty mode. This solution path also works for other modes, but be aware that resources at the harder settings are more limited, so you must be scrupulous about gathering and managing them.

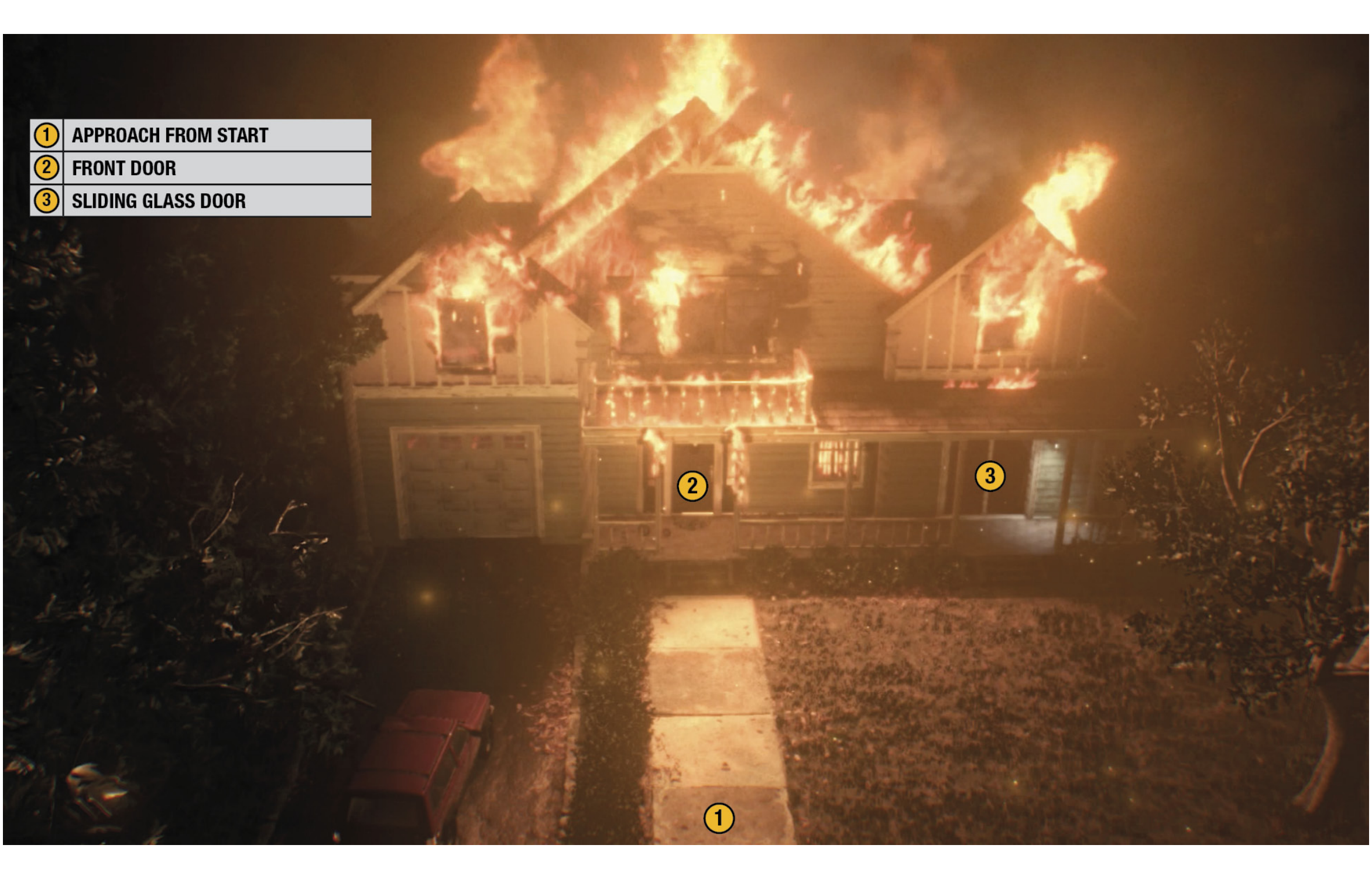


Story Walkthrough

Into the Flame

The game opens with a dramatic flourish. After you glimpse a disturbing newspaper headline, a time-jump pops you right into the headline's story. Just down the lane, the home of the Castellanos family is engulfed in flames.

OVERVIEW



OBJECTIVES

- Get to Lily's room
- Head back into a nightmare for a chance to save your daughter
- Explore Sebastian's Room Collectibles
- None

GET TO LILY'S ROOM

Run down the lane to the front sidewalk ① and approach the front door ②. Press the control button indicated onscreen to open the door—no luck with this entrance. Turn right and try the sliding glass doors ③ just down the porch; Sebastian picks up a deck chair and smashes through the glass. Enter the burning house.

Inside, turn right and stagger through the smoke, moving behind the sofa into the kitchen. Veer leftward and open the first door on the left to access the front entry foyer. Climb the staircase to the top.

Follow the bannister to the fallen, burning beam that blocks the way. Press the control indicated onscreen to Crouch then proceed under the beam.

Stand and follow the hall around the corner to the left until you reach Lily's bedroom door. Open the door to trigger a disturbing cutscene.

HEAD BACK INTO A NIGHTMARE FOR A CHANCE TO SAVE YOUR DAUGHTER

Meet Kidman

Sebastian awakens to a reunion with Kidman, her Mobius team, and a shocking new truth: Lily is alive but lost in another STEM. And now Mobius needs him to save her.

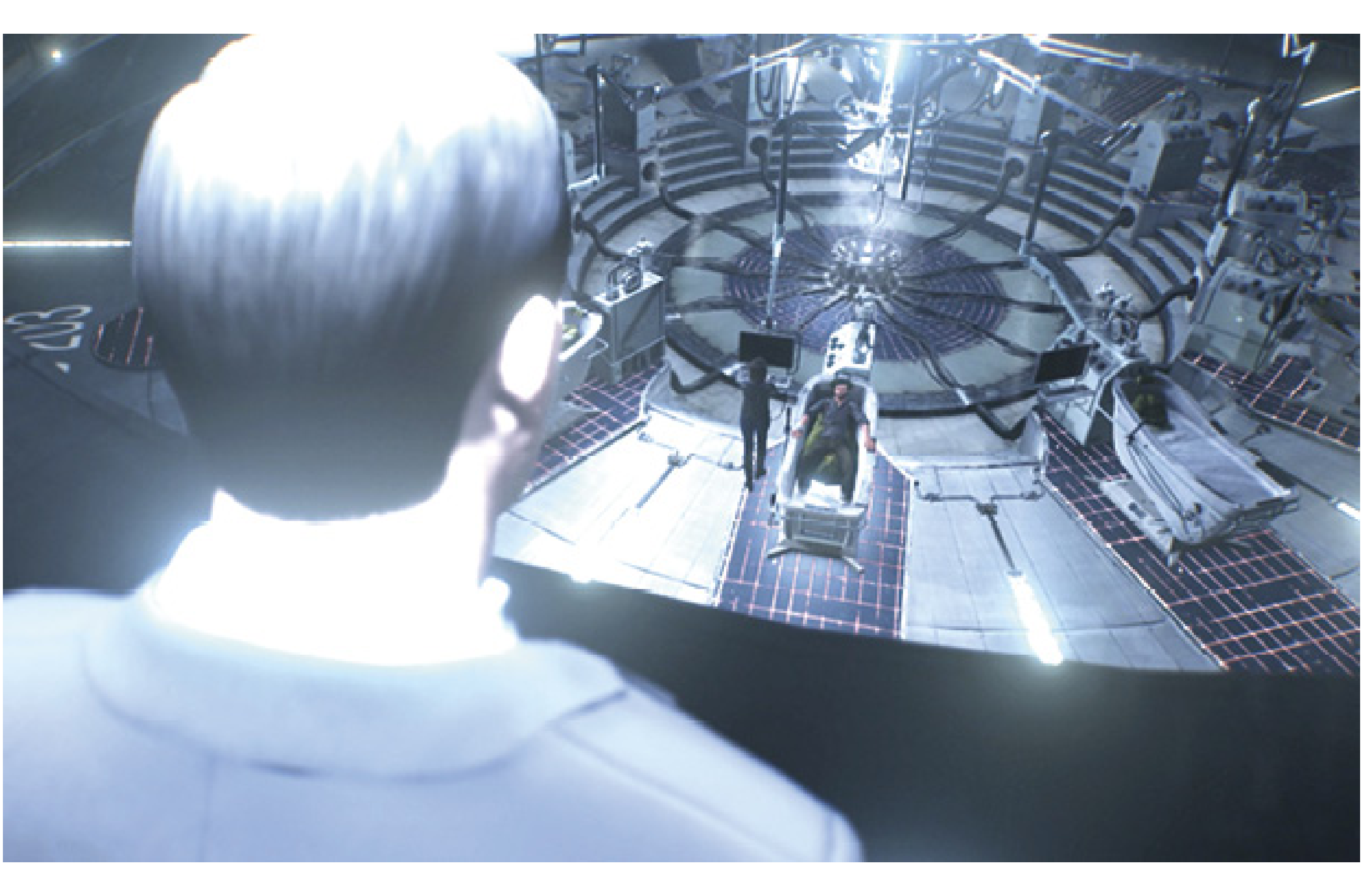
Watch The Mobius Scene

After Sebastian awakens again, you automatically follow Kidman down a long access corridor in the Mobius facility. Move the camera view side to side as Sebastian moves; note the map of a town named Union on the left wall. Entering a huge STEM system bay triggers another cutscene.

The Mobius Administrator appears and discusses the "unfortunate setback" of the Beacon Mental Hospital incident (seen in the previous game, *The Evil Within*).

Sebastian learns that his daughter is now a Core candidate, dwelling in another STEM environment.

Unfortunately, she's gone missing. So has a crack team of Mobius agents sent in to retrieve her. Thus, Sebastian's job is to follow them all in, find the team and save Lily. Time is of the essence, though—the STEM environment is collapsing.

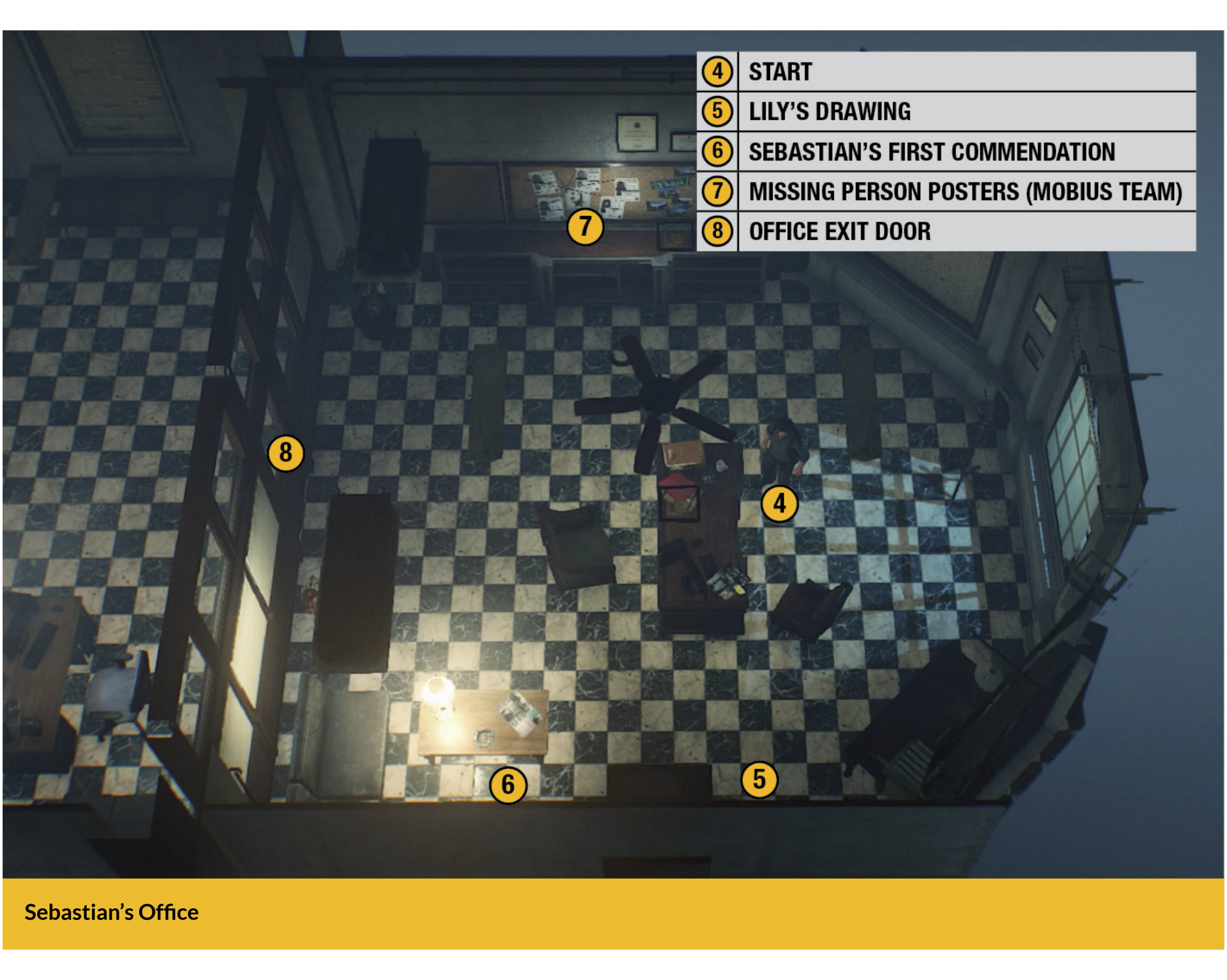


The construct that suddenly morphs into being around Sebastian is called "Sebastian's Room." Kidman explains that it's a safe zone, formed from Sebastian's memories; it exists separate from the main STEM system. As Sebastian points out, the room is a replica of his old office at the Krimson City Police Department. This will serve as your home base for much of the game.

Get To The STEM World

As the credits roll, start walking forward. Press the Sprint control as you see the Castellanos house in the murky STEM distance. Run toward the house until it disappears; when the Beacon Mental Hospital appears, run toward that. Soon the hospital disappears in a flash too. Move toward the desk that appears and pick up the Communicator sitting on it to trigger a transition.

OVERVIEW

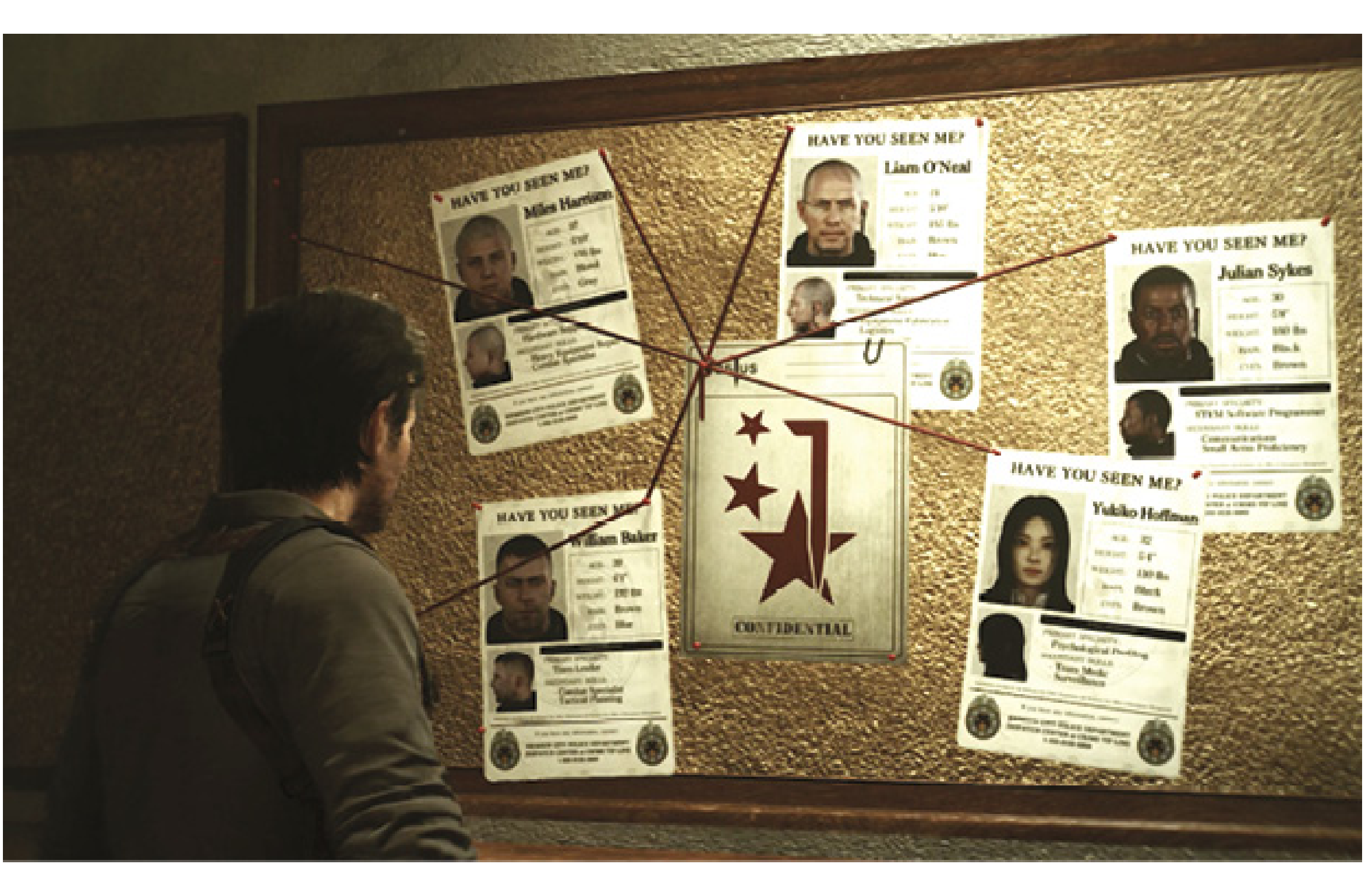

④ START
⑤ LILY'S DRAWING
⑥ SEBASTIAN'S FIRST COMMENDATION
⑦ MISSING PERSON POSTERS (MOBIUS TEAM)
⑧ OFFICE EXIT DOOR
⑦
⑧
④
⑥
⑤

Sebastian's Office

Investigate The Mobius Team Posters

When the conversation with Kidman ends, Sebastian stands at his desk ④ If you want, you can head left to examine Lily's drawing ⑤ and Sebastian's first commendation award ⑥ on the wall.

The other part of the office through the exit door ⑧ features several important points of interest. But before you go, investigate the missing person posters ⑦ on the opposite wall. Sebastian calls Kidman using his Communicator to report the finding and trigger the next chapter.

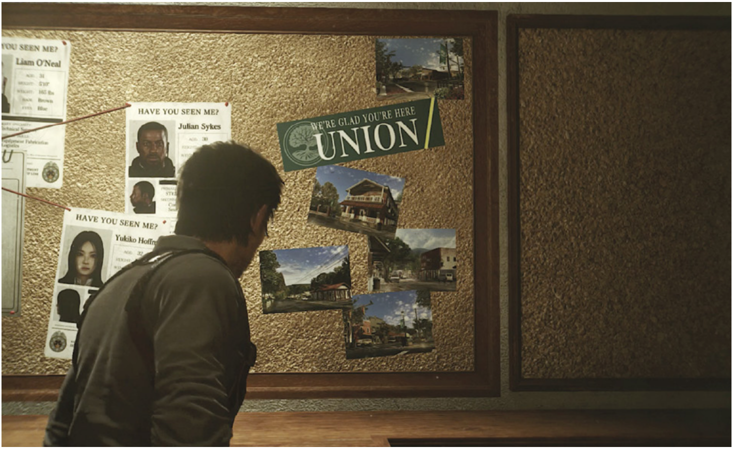


PRIMA GAMES

THE EVIL WITHIN 2

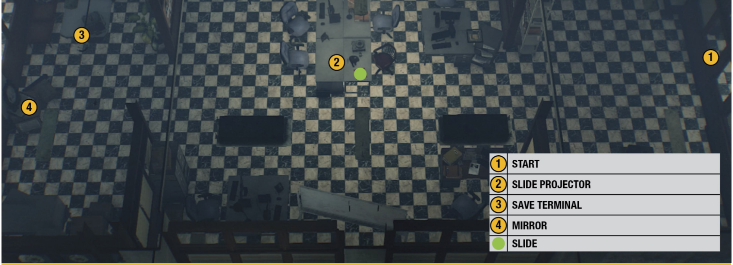
Story Walkthrough

Something Not quite Right



Kidman reiterates that the Mobius Search Team is stuck in the STEM environment and looking for Lily too. This STEM is designed to replicate the look and feel of a small town named Union. (Sebastian calls it "Anytown USA.") Before you leave the detective's office, take Kidman's advice and check out the team's available info.

OVERVIEW



Sebastian's Room

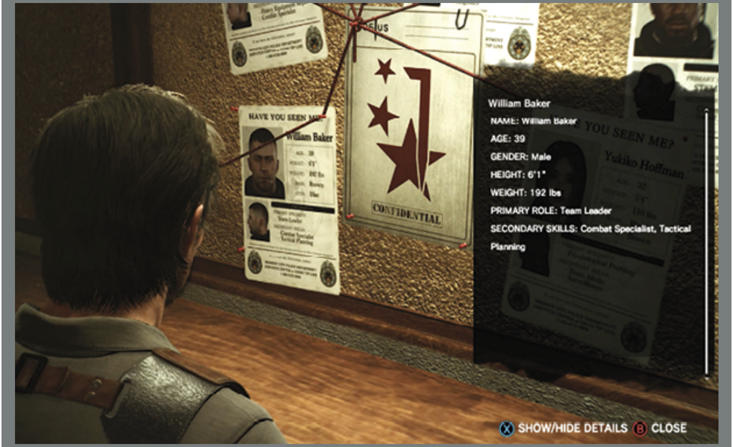
OBJECTIVES

- Explore Sebastian's Room
- Search for the Mobius Search Team members within STEM for a lead on finding Lily Collectibles
- 5 Files
- 1 Slide

EXAMINE THE MOBIUS POSTERS

Investigate each one of the five Mobius team posters, and check out the Union flyers too. Kidman suggests you try to canvass the town locals for information.

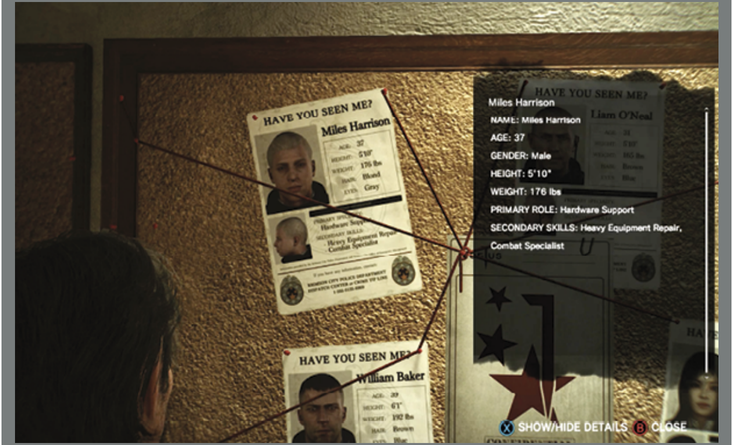
THE MOBIUS FIVE



William Baker

NAME: William Baker
AGE: 39
GENDER: Male
HEIGHT: 6'1"
WEIGHT: 192 lbs
PRIMARY ROLE: Team Leader
SECONDARY SKILLS: Combat Specialist, Tactical Planning

Here's the dossier info on the five missing Mobius Search Team members.



Miles Harrison

NAME: Miles Harrison

AGE: 37

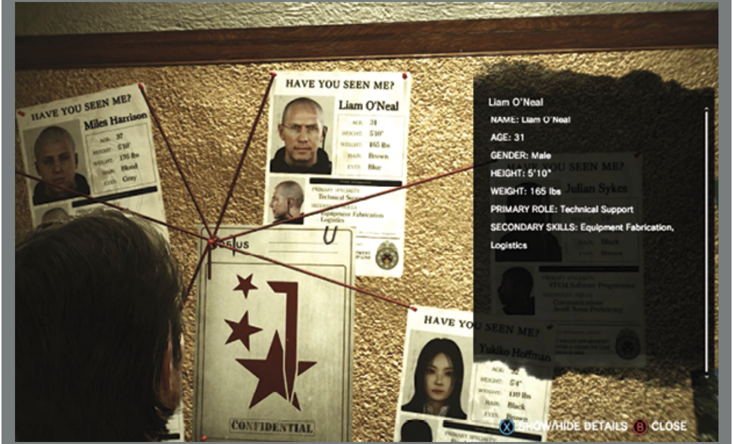
GENDER: Male

HEIGHT: 5'10"

WEIGHT: 176 lbs

PRIMARY ROLE: Hardware Support

SECONDARY SKILLS: Heavy Equipment Repair, Combat Specialist



Liam O'Neal

NAME: Liam O'Neal

AGE: 31

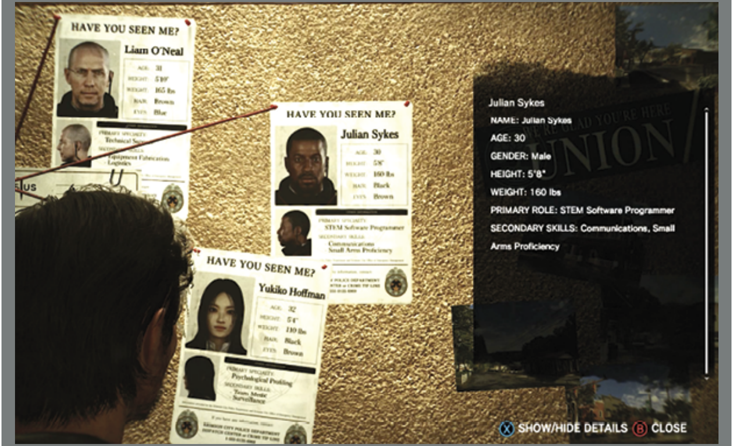
GENDER: Male

HEIGHT: 5'10"

WEIGHT: 165 lbs

PRIMARY ROLE: Technical Support

SECONDARY SKILLS: Equipment Fabrication, Logistics



Julian Sykes

NAME: Julian Sykes

AGE: 30

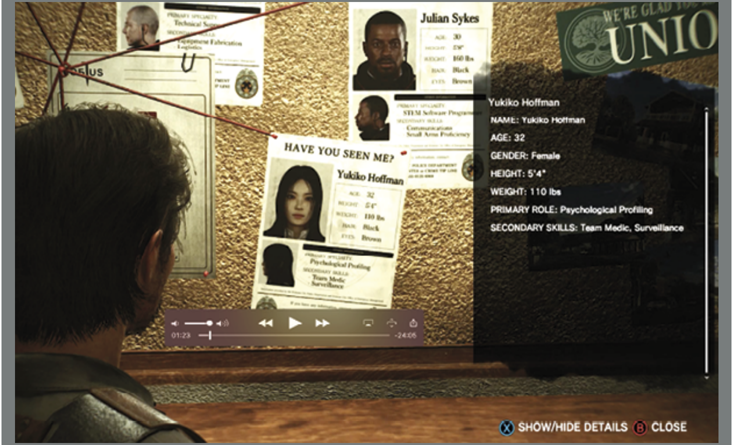
GENDER: Male

HEIGHT: 5'8"

WEIGHT: 160 lbs

PRIMARY ROLE: STEM Software Programmer

SECONDARY SKILLS: Communications, Small Arms Proficiency



Yukiko Hoffman

NAME: Yukiko Hoffman

AGE: 32

GENDER: Female

HEIGHT: 5'4"

WEIGHT: 110 lbs

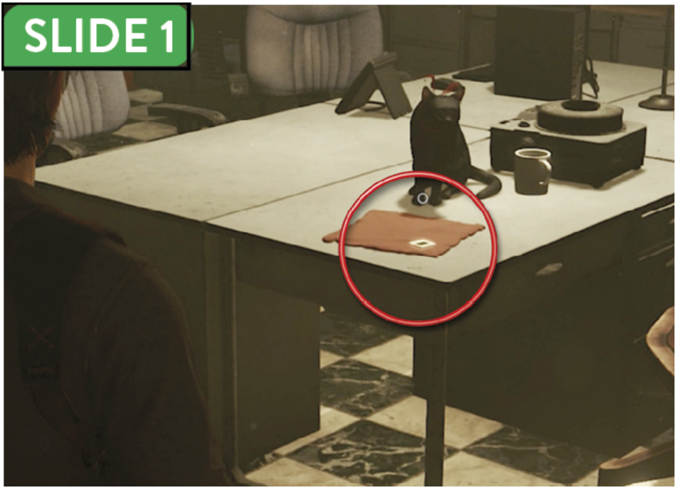
PRIMARY ROLE: Psychological Profiling

SECONDARY SKILLS: Team Medic, Surveillance

EXPLORE THE REST OF SEBASTIAN'S ROOM

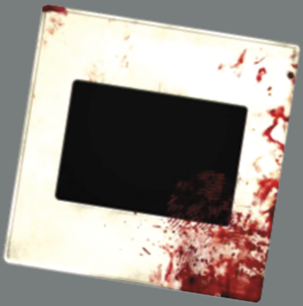
Exit Sebastian's office via the only door ① and step into the next room. Approach the desk ② and pick up the Photographic Slide next to the projector. Operate the projector to load the slide and sit down. Select the only loaded slide then select TALK TO KIDMAN to trigger a conversation with her. When you're finished, select STAND UP.

Castellanos Family



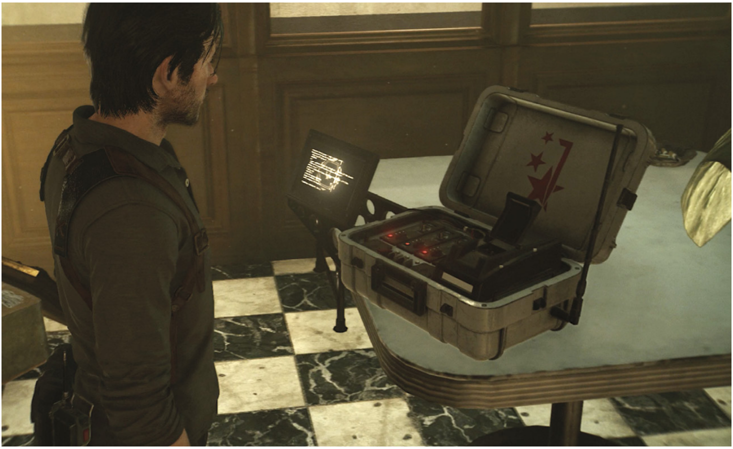
Grab the slide sitting on the desktop next to the yowling cat and the projector.

COLLECTIBLE ITEM: SLIDES



A total of eleven collectible photographic slides are scattered throughout the game. Bring each one back to Sebastian's Room and operate the projector to view the slide. As you do, you can trigger a conversation with Kidman. You can also review slides you've found by opening the Communicator menu, selecting Files, and scrolling down to Slides.

After you stand up from viewing the first slide show, grab the jar of Green Gel that appears on the floor. (See our Tip on Green Gel.) Then proceed into the next room. Sebastian finds a brightly glowing mirror ④ that he recognizes as a portal to a new location. Approach the Save Terminal ③ on the nearby table and save your game progress.



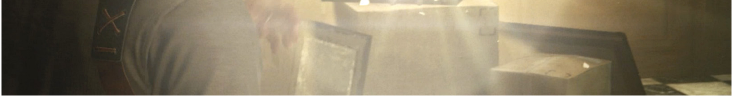
Green Gel

Green Gel is your currency for skill upgrades and new abilities. As you progress, you'll use the jar you found in Sebastian's Room to collect more gel oozing from deceased foes. Try to gather as much of the disgusting slime as possible.

SAVE TERMINALS

Save your progress via Save Terminals found in Sebastian's Room and various Safe Houses in the game.

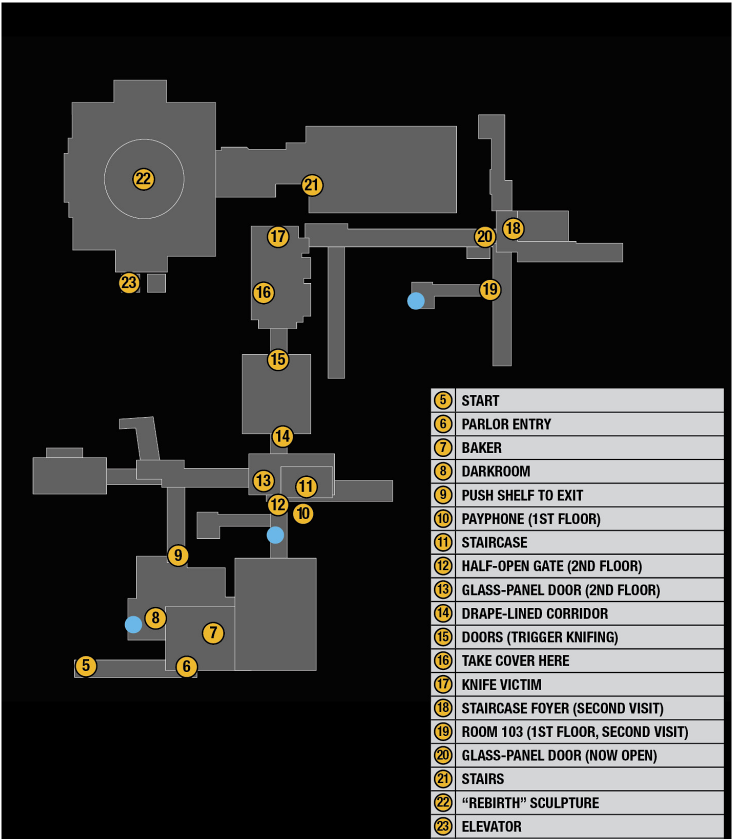
Then approach the mirror and investigate it. Sebastian travels "through the looking glass" to a new location where you start your search for Lily and the Mobius Search Team.



MIRRORS

Mirrors such as the one in Sebastian's Room serve as portals to new locations. (As Sebastian says, "Why couldn't my memory just make regular doors?") Simply approach a mirror and "investigate" it to activate travel.

OVERVIEW



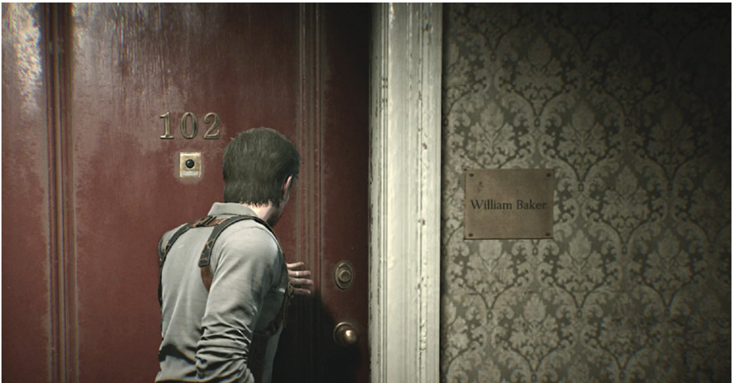
⑤	START
⑥	PARLOR ENTRY
⑦	BAKER
⑧	DARKROOM
⑨	PUSH SHELF TO EXIT
⑩	PAYPHONE (1ST FLOOR)
⑪	STAIRCASE
⑫	HALF-OPEN GATE (2ND FLOOR)
⑬	GLASS-PANEL DOOR (2ND FLOOR)
⑭	DRAPE-LINED CORRIDOR
⑮	DOORS (TRIGGER KNIFING)
⑯	TAKE COVER HERE
⑰	KNIFE VICTIM
⑱	STAIRCASE FOYER (SECOND VISIT)
⑲	ROOM 103 (1ST FLOOR, SECOND VISIT)
⑳	GLASS-PANEL DOOR (NOW OPEN)
㉑	STAIRS
㉒	"REBIRTH" SCULPTURE
㉓	ELEVATOR

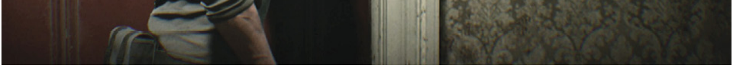
SEARCH FOR THE MOBIUS SEARCH TEAM MEMBERS WITHIN STEM FOR A LEAD ON FINDING LILY

Your jump into the STEM world starts with a hallucinatory flashback to Sebastian’s family life with Lily and Myra. You end up standing before a massive entry door. Open the door and enter the great hall beyond.

Explore Baker’s Parlor

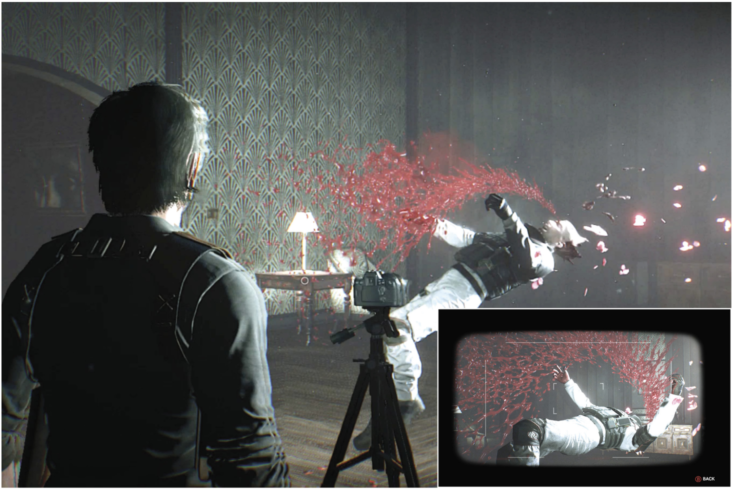
Cross the hall to the far wall and approach the framed depiction of a door. Turn to see that exact doorway has morphed behind you: Room 102 marked with the nameplate “William Baker.” If the name looks familiar, it’s because that’s the name of the Mobius Search Team leader. Open the door and enter.





You step into the hallway ⑤ of what appears to be a hotel suite. The corridor beyond is dark, so toggle on your Flashlight using the control indicated onscreen. Follow the corridor; its side doors are locked and its walls are lined with odd, unsettling photos. Proceed around the corner then open the blue door ⑥ and move into a parlor where music plays. Here you find William Baker ⑦ "frozen in time." Unfortunately, the moment frozen appears to be Baker's violent death by gunshot.

Approach the camera and investigate to see Baker framed in the viewfinder. Approach Baker and investigate; Sebastian steps into some kind of shimmering time warp. There, examine Baker more closely.



Go through the open doorway into the photographic darkroom ⑧, lit dimly by reddish bulbs. Take the photo sitting next to the sink; it's a shot of Baker's moment of death. (This is the first of 40 collectible "Files" found in the game.)

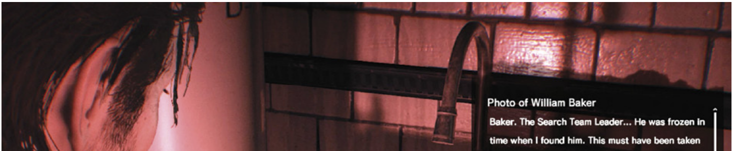
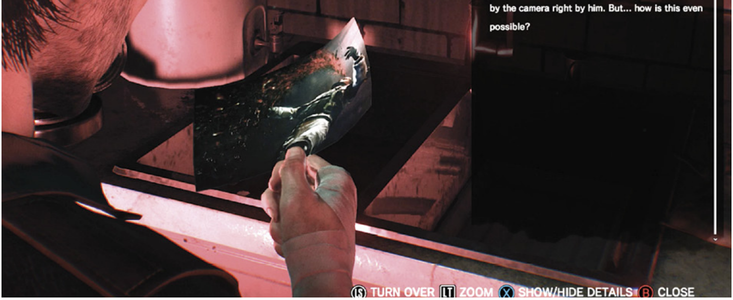


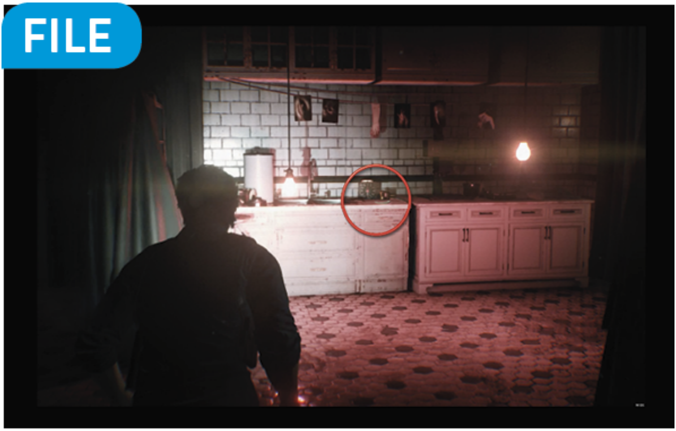
Photo of William Baker

Baker. The Search Team Leader... He was frozen in time when I found him. This must have been taken



by the camera right by him. But... how is this even possible?

Photo of William Baker



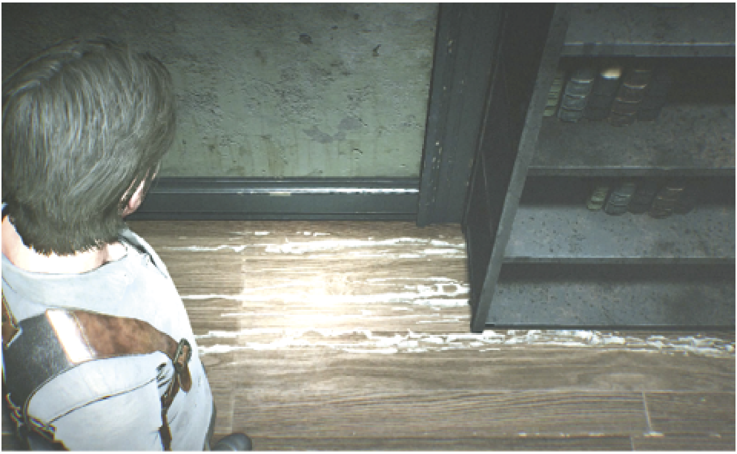
Find this grisly photo of Mobius Search Team leader, William Baker, sitting next to the sink in the photographic darkroom just off the parlor where you find Baker frozen in time.

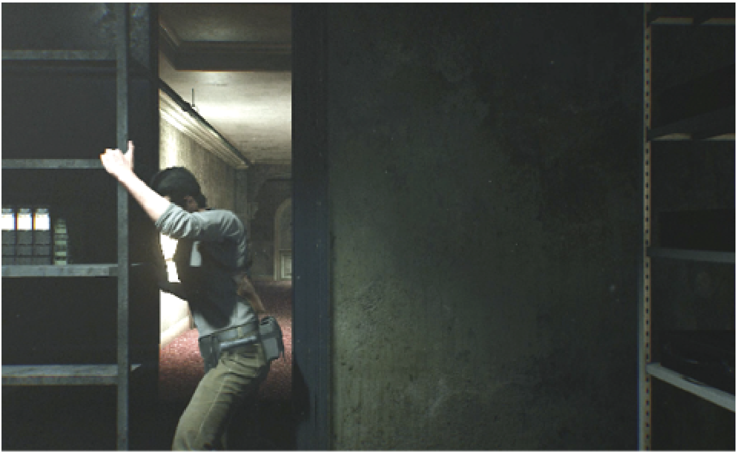
COLLECTIBLE ITEM: FILES

A total of 40 “files” are scattered throughout the game. These can be photographs, letters, journal entries, emails, transcripts, pamphlets, reports or other documents of interest. You can review these items later by opening the Communicator menu and selecting Files.

From the sink, turn right and move into the storeroom filled with metal shelves stacked with binders full of photo albums. Approach the gap between the two shelves where the wood floor is scraped ⑨ and investigate.

Sebastian notes that "someone tried to block the way out… or in." Operate the metal shelf to the right of the scrape marks to slide it leftward and open up an exit passage.



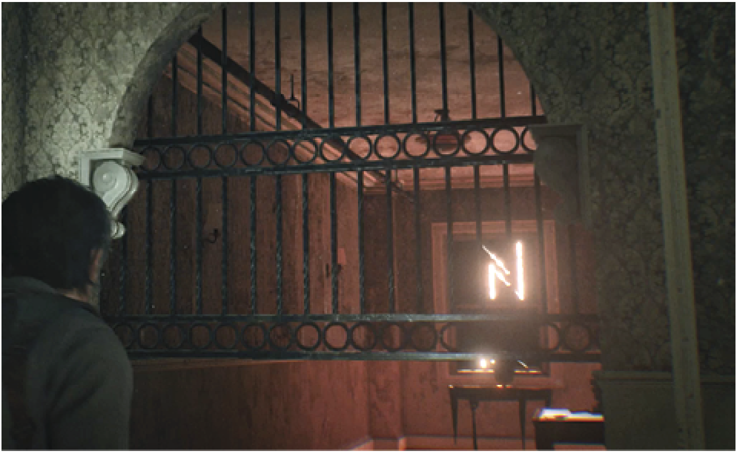


Follow the newly opened passage around the corner to the right and into the staircase foyer. As you enter, the lobby payphone ⑩ rings. Go answer it. A locked metal gate blocks access to room 104 near the bottom of the staircase; across the foyer, the entrance to room 103 (nameplate "Manuela Ruberto") is blocked by debris. Climb up the staircase ⑪ to the next floor. Note the globe lights hanging down the center of the staircase atrium.

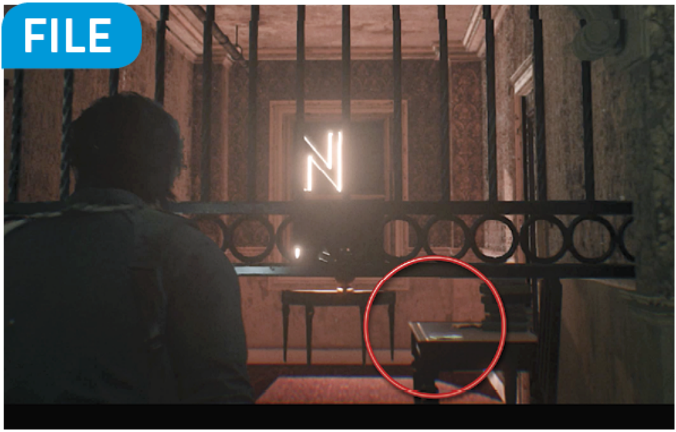
PUBLIC PHONE

Second Floor

At the second-floor landing, follow the passage to the right, then turn left to crouch under a half-raised metal gate ⑫. You see a lighted marquee sign that vertically spells “GRAND” outside the window, and find another File collectible next to the locked door to room 203.



Extravagant Letter

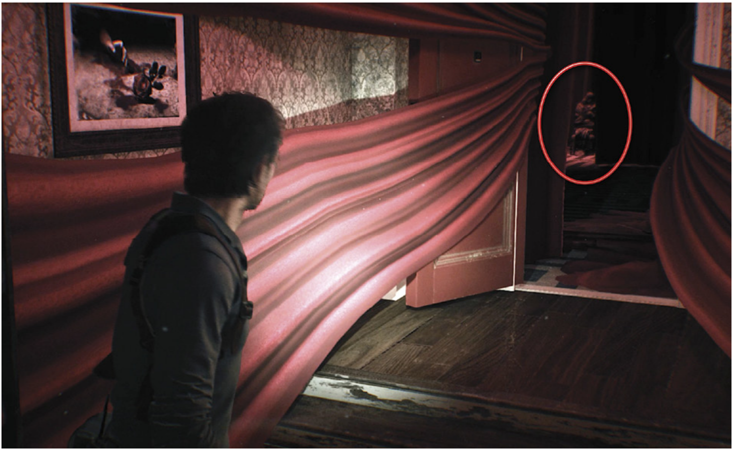


This odd letter to “Applicant S.V.” sits on the side table just beyond the half-raised gate on the second floor.

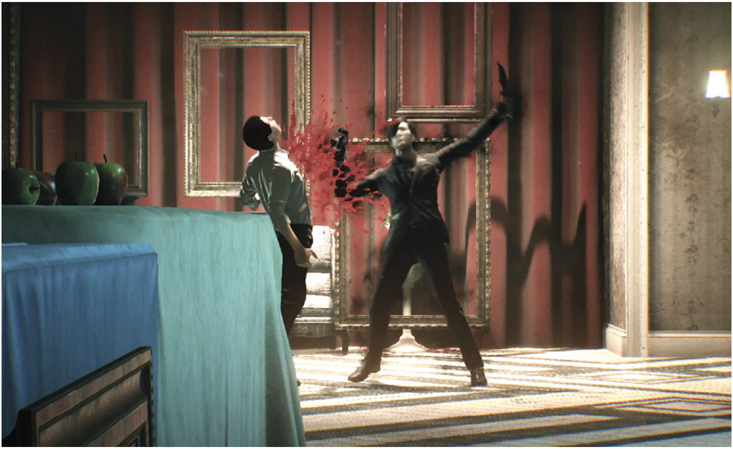
Duck back under the half-raised gate and approach the glass panel double-doors ⑬ on the left. Try to open them to get a fright. Another locked metal gate blocks access to room 204, so climb upstairs to the next floor.

Exhibition Hall

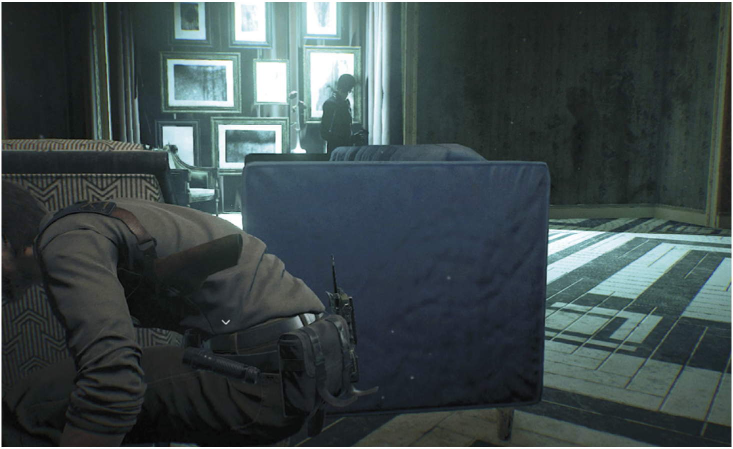
On the third floor (at least, it *appears* to be the third floor) enter the weird hallway lined with flowing red drapes ⑭ . Look up ahead—through the next doorway you can glimpse a bound figure in a chair (circled in our screenshot), but it disappears as you approach! Continue through the doorway with the nameplate “Damien Karr” next to it.



Work your way through the hanging red drapes to another set of double-doors ⑮ . Open them to enter an exhibition hall hung with creepy photographs like those you’ve seen elsewhere on the walls. At its far end you see a man stumble into the room; seconds later, a stranger teleports in and stabs the first man as Sebastian automatically rushes forward to hide behind a sofa.



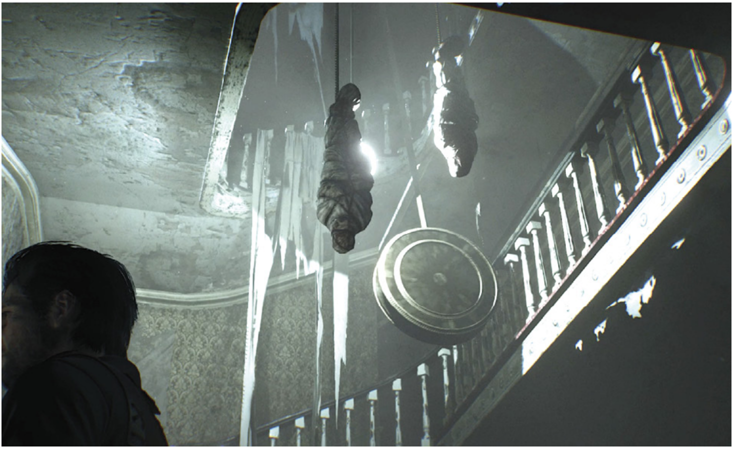
Unfortunately, a framed portrait next to the sofa falls, attracting the killer's attention. View the two-part Cover tutorial (scroll to its second page) then stay crouched and slide left around the corner of the sofa ⑯ to hide from the knife-wielding man. Stay hidden until he exits via the doors to your right.



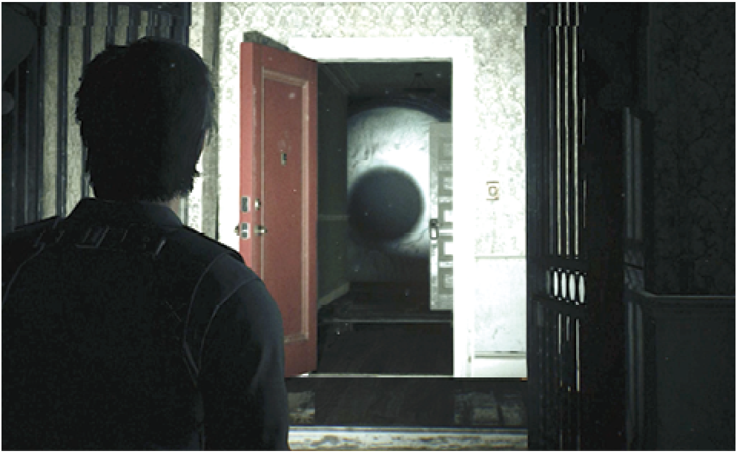
Now approach the stabbing victim ⑰ —his moment of death is frozen in time just like that of Baker, the Mobius Search Team leader. Select Investigate to examine him, then exit via the nearby door.

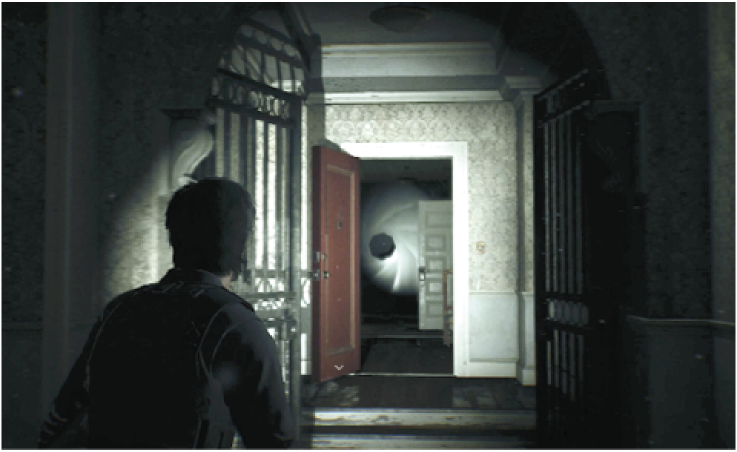
First Floor (Return)

Proceed down the long hall. Strangely enough, you appear to have returned to the first-floor staircase foyer ⑱ ! Things are different now, however. New objects hang down the center of the staircase atrium now, including a massive, pulsing pendulum.

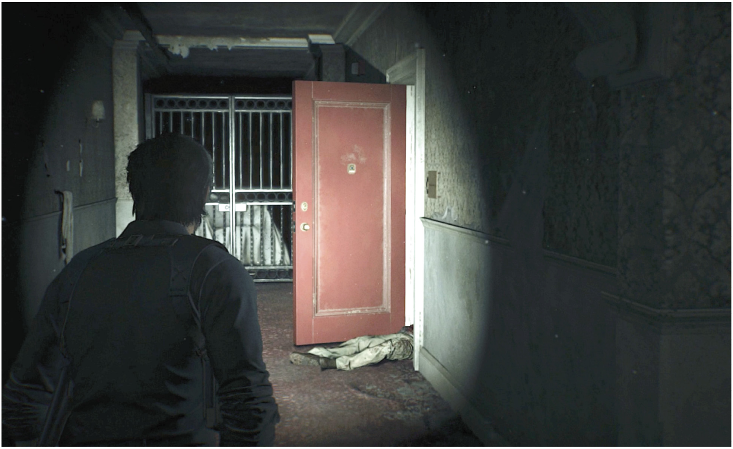


Turn left and look down the corridor to see the image of a large camera aperture morph into an eyeball then disappear. Head down that corridor to find its floor has collapsed.





Now turn back and head down the opposite hall. You see a fallen body in an open doorway ⑲ But as you approach, the body is suddenly yanked through, and the door slams shut. This is room 103 again—Manuela Ruberto's suite.



Open the door and follow the blood-smeared entry hallway; you hear grinding, sawing sounds as you advance. Use the “Climb” controls shown onscreen to climb over the fallen table. Find the photo on the side table: another murder victim in a Mobius uniform, also shot in the head like Baker. Return to the staircase foyer and climb the stairs past the pendulum to the next floor.

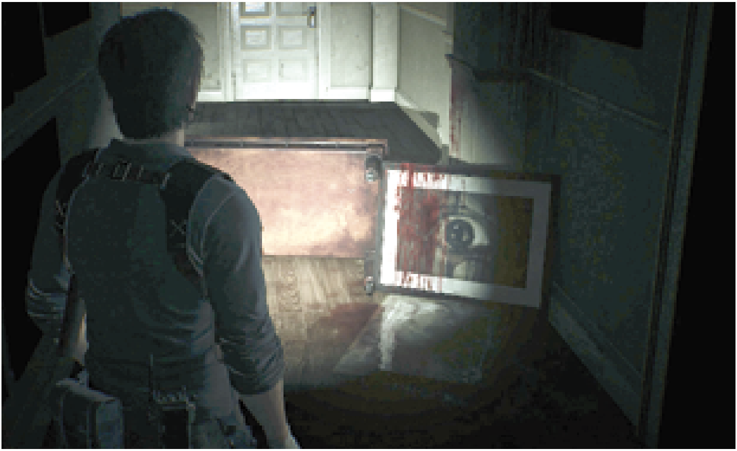
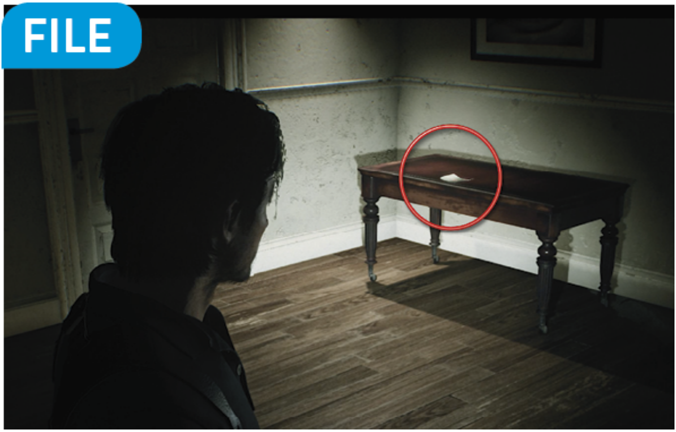


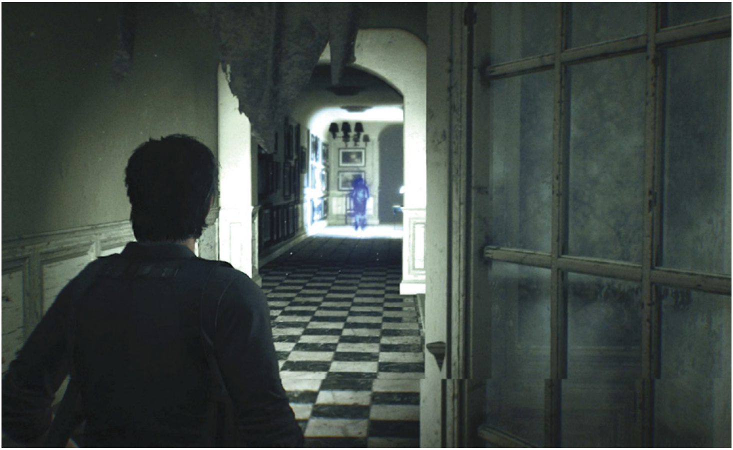
Photo of Another Victim



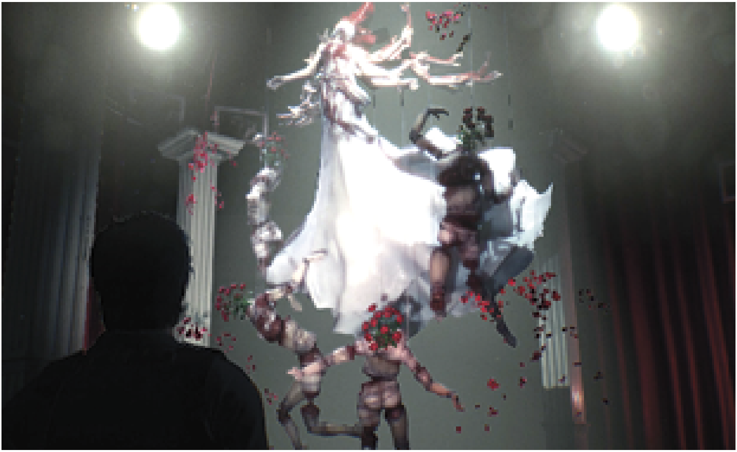
Find this file on your return to the first floor. Enter Room 103, climb over the fallen table, and grab the photo sitting on the side table at the corridor's end.

Second Floor (Return)

The stairs return you to the second floor, although things look different here too. (As you climb, a marble head rolls downstairs.) For one, the glass-panel double-doors (through which you saw the frightened woman earlier) are now open ⑳ . Go through that doorway to see the stranger materialize at the corridor's far endand start walking away.

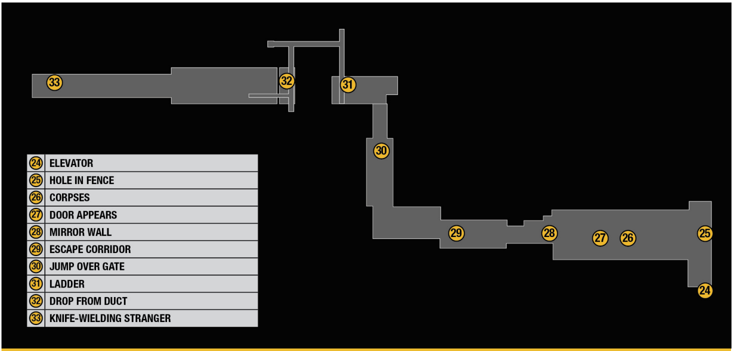


Follow him down the hall and climb the next set of stairs ㉑ to find a massive sculpture surrounded by pillars. Approach and investigate the sculpture ㉒ , entitled "Rebirth." It appears to be a female creature in a flowing gown, being born of bloody corpses piled below her.



Now head for the right-most elevator door ㉓ across the room; it opens as you approach. Enter it and operate the panel to ride the car down to what appears to be the basement.

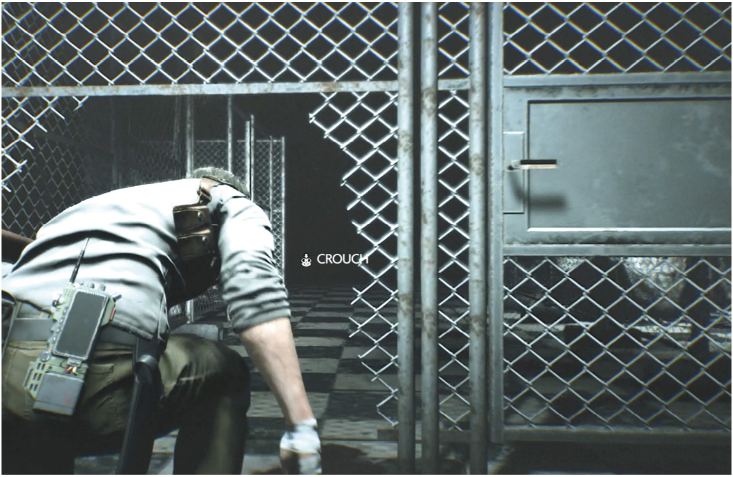
OVERVIEW



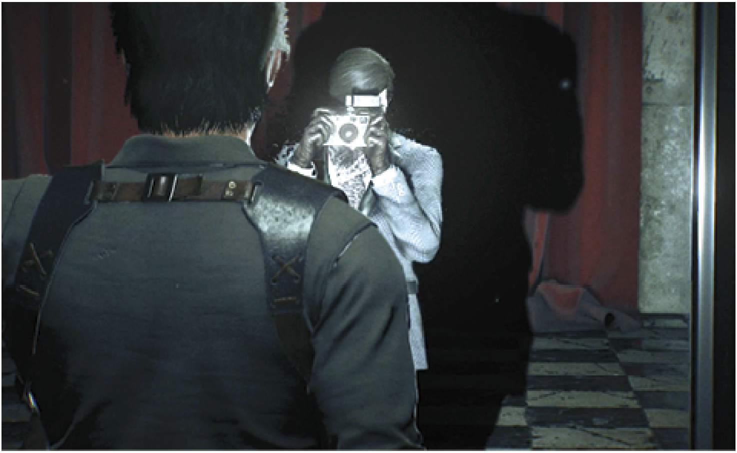
Stefano's Domain: Basement

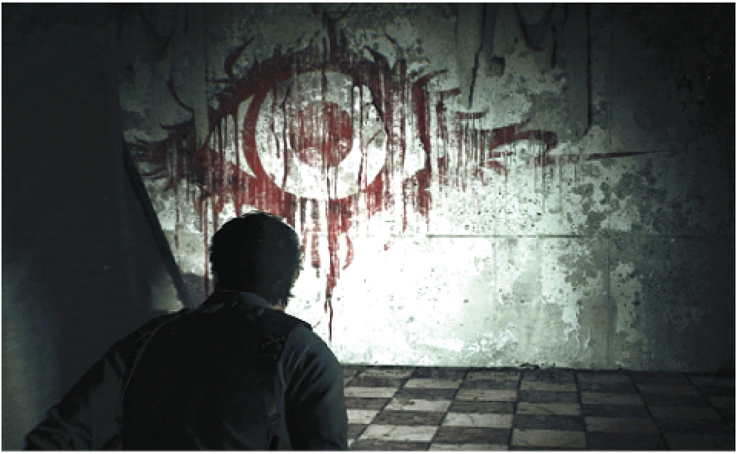
Basement

Exit the elevator ㉔ and find a hole torn in the chain-link fence on your left ㉕ . Crouch and duck through the hole. Then head across the room until you reach the crew of hanging and impaled corpses ㉖ . Move through the bodies to the wall behind them. You hear a thump, and the area is suddenly closed off by another wall behind you!



Turn around and approach the camera sitting on a tripod to hear another loud thump. Turn around again to discover that the far wall now has a door ㉗ . Open the door. The stranger is waiting there with his camera. He snaps a shot… and the doorway disappears, turning back into a wall with a big red eye icon!

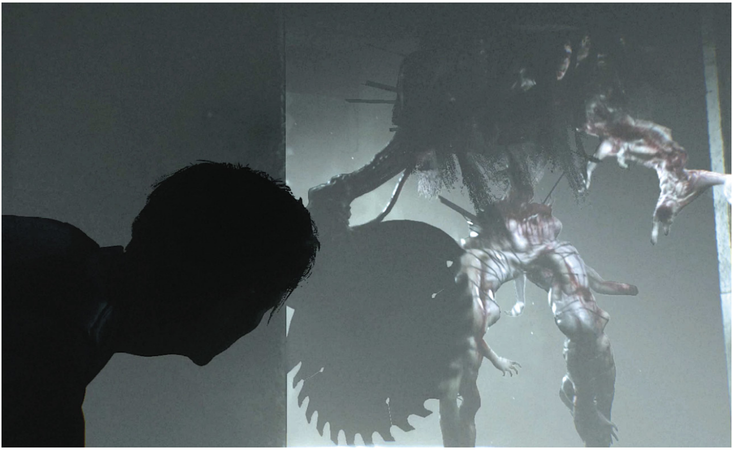




Go to the opposite wall to find that it is now a full-sized mirror ㉘. Take the photo stuck in the center of the mirror to trigger a horrifying cutscene: Sebastian catches a glimpse of a woman in the glass… and then all hell breaks loose.

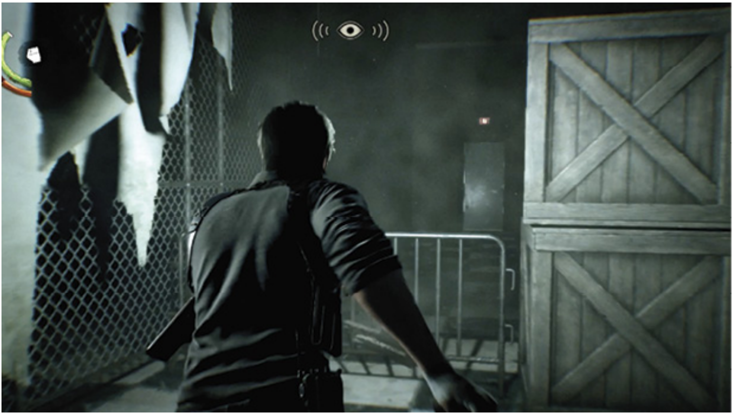
DON'T STOP!

This is not a fight—you can't win. All you can do is run away. If you stop, the **Guardian** monster catches Sebastian and saws him in half.



Escape The Guardian

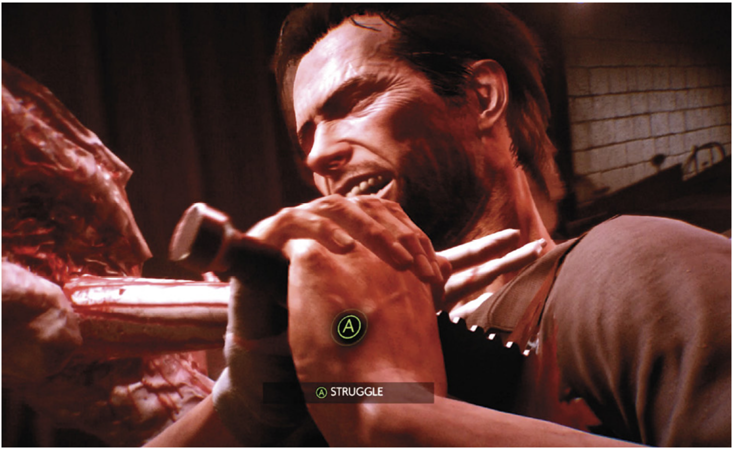
Dodge past the monster (called the Guardian) and hurry down the black/white tiled hallway from which she emerged ㉙ . Hold down that Sprint control, and don't run into the boxes stacked along the route. After you hustle around the first corner to the right, keep an eye out for a low gate ahead ㉚ . After you hop over it, the exit door is just ahead. Tap that Open button the moment the icon appears onscreen!



In the next room, veer left and sprint to the ladder ㉛ leaning against the wall. Use the control indicated onscreen to climb the ladder up to the vent opening and pull yourself into the air duct. Follow the duct until the monster tries to cut through the metal from below (just after the rat appears). The moment looks dire, but Sebastian emerges unscathed, so keep crawling down the duct until you reach the escape vent ㉜ and drop through to the floor in the next corridor.

Proceed down the corridor until the Guardian bursts through the wall behind you. Flee from her at a full sprint until the knife-wielding stranger reappears directly in front of you ㉝. He tries to do the same thing to Sebastian that he did to the poor soul he punctured upstairs.

Believe it or not, there's a real upside to getting stabbed in the chest—you end up with a free Survival Knife! Watch closely as the Guardian seizes Sebastian by the throat. The moment the "Struggle" icon appears onscreen, start tapping the corresponding button on your controller. If you tap it fast enough, Sebastian extracts the knife and uses it to fend off the monster.

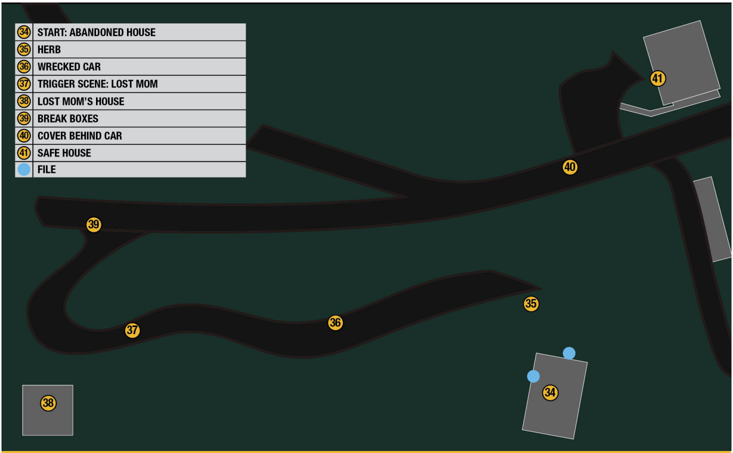


WEAPON: SURVIVAL KNIFE

Damage inflicted by this blade is relatively low, so it's best used in an emergency to push enemies away. However, the Survival Knife does deliver one-hit kills if you can execute stealthy attacks from behind your target. (More on Sneak Kills later.) Melee strikes with your knife can also break crates, chain locks on doors, and other objects.

Once you regain control of Sebastian, run towards the open doorway at the corridor's end to trigger a quick cutscene: Sebastian tumbles through a portal to an entirely different location.

OVERVIEW

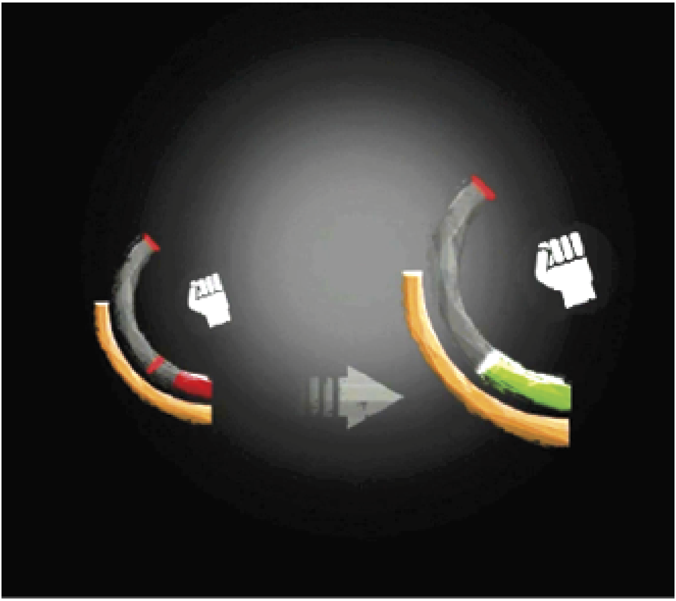


Residential Area (Outskirts)

Abandoned House

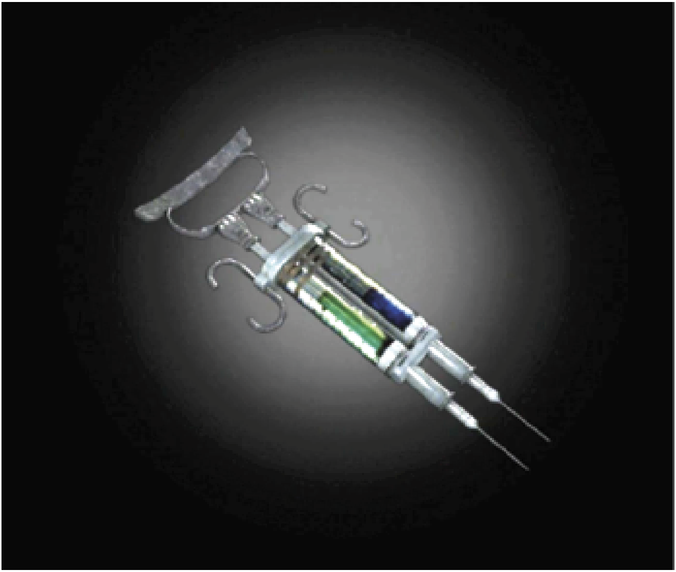
The portal dumps Sebastian into an abandoned house ㉞ on the outskirts of town. Stand still in the arrival bedroom until your Life Gauge rises out of the red critical zone. Exit the room and go down the hall to the main living area. Take the Medical Syringe sitting on the dinner table. Open your Arsenal menu then press the Use button indicated to inject Sebastian with the syringe for increased health.

Chill Out for Health



If your Life Gauge turns red and you see a red glow around the edge of the screen, your health is critically low. Find a safe place and don't move for a few seconds. While still, your health will automatically recover up to the minimum mark on the meter.

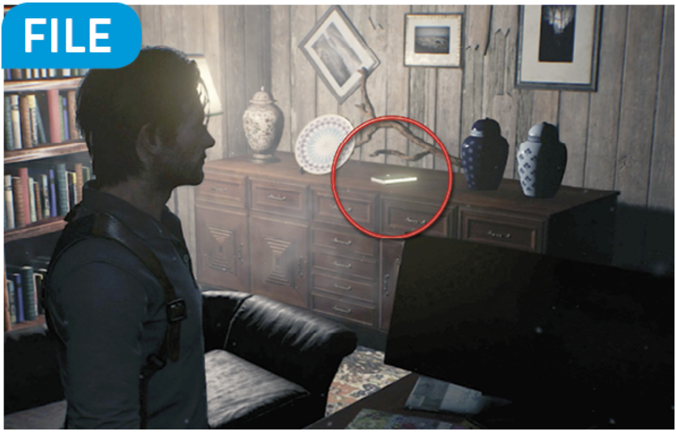
Syringe



Use Medical Syringes right away if your Life Gauge is less than half full.

If you open the door to the study and enter, you can find another File item, a journal. The writer concludes: "They've all changed. It's too late to save them…" Then exit the study and open the front door that leads outside. This move triggers a sequence of three automatic events.

Journal in Abandoned House



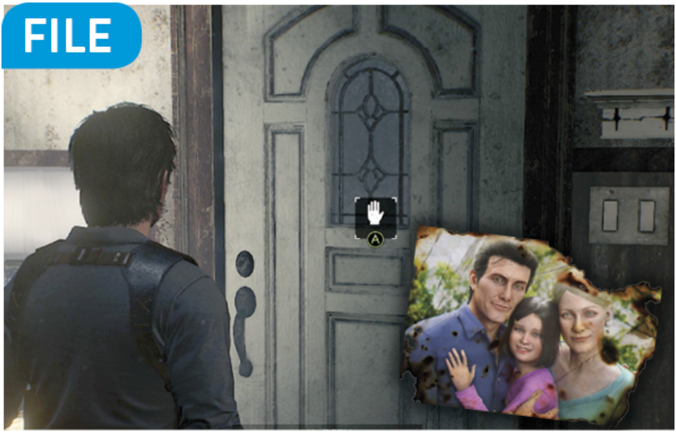
Find the journal in the study den of the abandoned house. It sits on a low credenza next to the bookshelves.

First, Sebastian finds a Semi-Automatic Handgun tucked under a book on the entry table next to the door. Next, Sebastian steps outside and glances at a family photo of Lily and Myra, which is added to your Files in Inventory. Finally, Sebastian uses his Communicator to call Kidman and report.

WEAPON: SEMI-AUTOMATIC HANDGUN

Here's your basic weapon for use in the early going. It's just a standard handgun, and it inflicts moderate damage. It uses Handgun Bullets as ammunition.

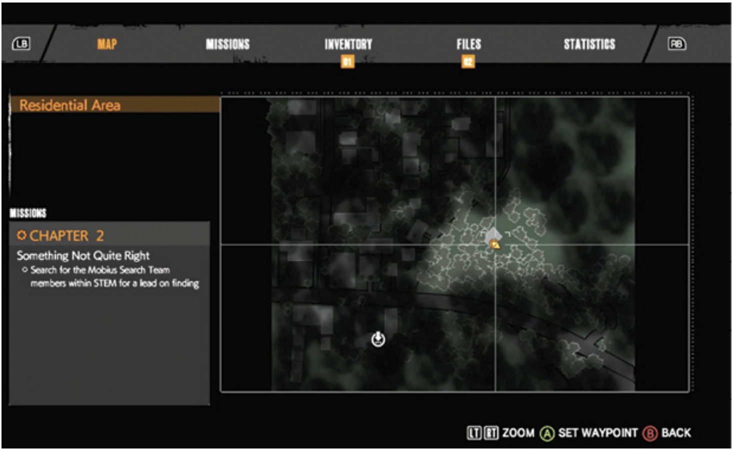
Photo of Castellanos Family



Sebastian automatically pulls out this photo as he exits the abandoned house.

Take The Road Into Town

Now you can open your Communicator menu and check your map, which is labeled “Residential Area.” The immediate area around Sebastian’s location is visible, but further away the map is covered in fog. This map fog will dissipate in each new area that you explore.



Something Not Quite Right

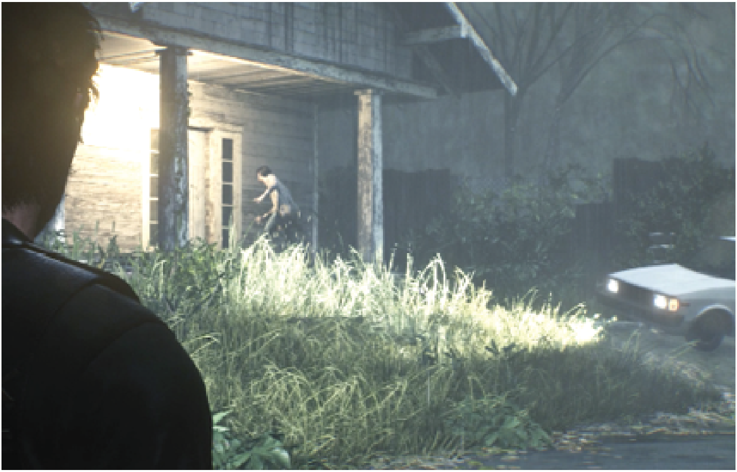
○ Search for the Mobius Search Team members within STEM for a lead on finding

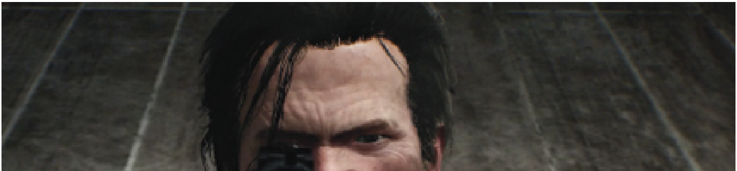
MAP FOG

Areas you haven’t yet explored are covered by fog on the map displayed in your Communicator menu.

Move out through the fence into the road, turn right, and walk past the mailbox to find a small Herb ㉟ that you can pluck from the ground. This is a Component with medicinal qualities that can be used in the crafting of other useful items.

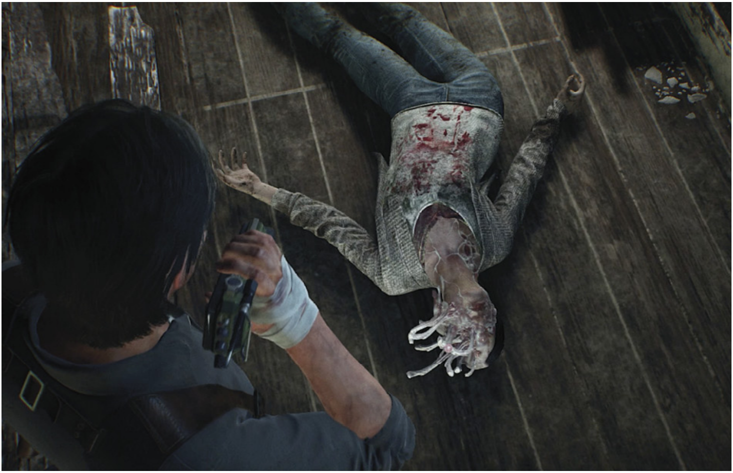
Head down the road and investigate the car ㊱ crashed into the pole on the right side. Continue down the road until you reach a spot ㊲ that triggers a long scene: Sebastian follows a woman into her house ㊳ and learns a few things about the local townsfolk. They're not friendly, and their cuisine is not haute.



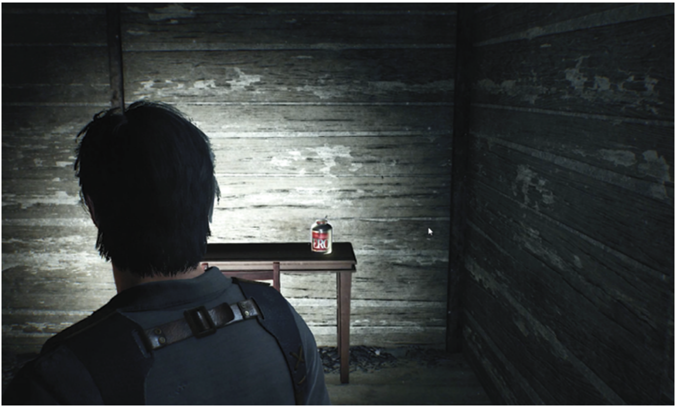


When the scene ends, you must act quickly: shoot the woman (or whatever she is). Aim for the head! Headshots take down foes much faster. In this case, the first headshot tears off her skull, revealing disgusting tentacle-like appendages; the second headshot kills her.

When she falls, investigate the fallen corpse to nab some Gunpowder (another Component, useful for crafting ammo). Then investigate her again: Sebastian automatically calls Kidman and reports on the incident. Afterwards, explore the house for items then exit and continue down the road.



House Goodies

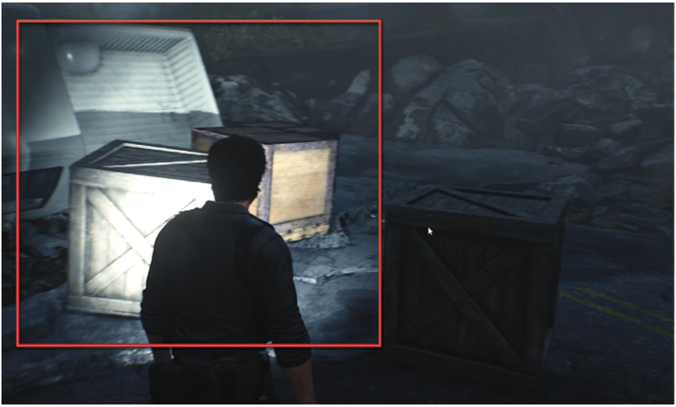


Before you leave the poor mother's house, explore upstairs to find another jar of Gunpowder sitting on a small desk in the bedroom. It's often worth it to fully explore every building you can enter.

Smash Some Stuff

When the road reaches the highway, a distant explosion rocks the ground. Note that your melee attack can break boxes, padlocks, and car windows. Use it now to smash the lighter-colored gray boxes near the intersection ㊴ ; look for pickups like Handgun Bullets or other items that fall out. Then, for fun, go smash the windows of the Greyson GSN 4x4 vehicle just down the highway.

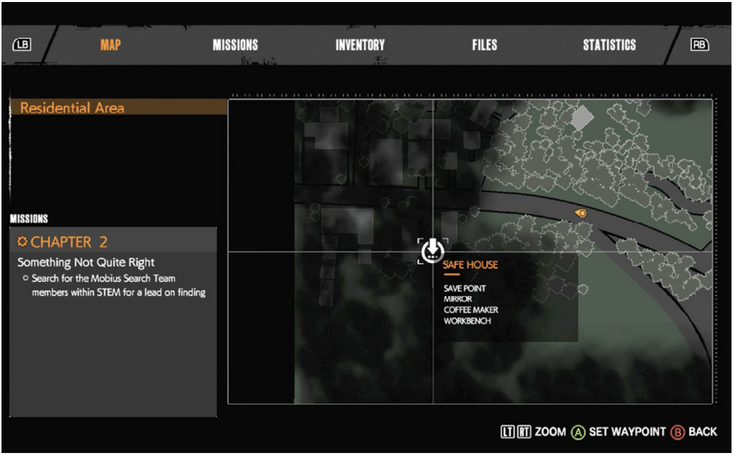
Color Matters



Light-gray boxes (on the left in our shot) are breakable. The darker, brownish crates (on the right) are not.

Head Into Town

Proceed along the highway past the Union welcome sign and open your Communicator to check your in-game map. Note that it marks the location of a “Safe House” in town, not very far ahead. That looks like a suitable destination.



Something Not Quite Right

- Search for the Mobius Search Team members within STEM for a lead on finding

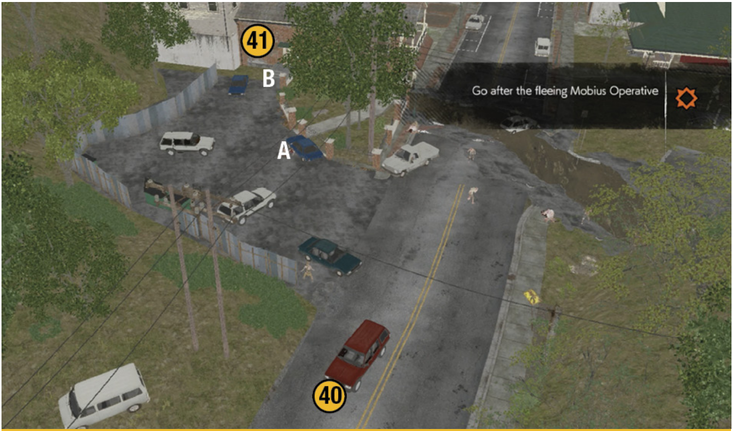
But just down the road… well, it doesn’t look or sound good. People mill about in strange lurching movements, and rifle shots ring in the air. Continue until you trigger a cutscene: a pair of uniformed men tries to break through a horrifying horde of creatures. Only one makes it to the safe house. His name is O’Neal, and he’s one of the Mobius Search Team members.

MEET THE LOST

Union citizens are not doing well. Most townsfolk have been stricken with a mysterious condition that turns them into flesh-hungry monsters called the Lost. The typical Lost body can take a lot of punishment, so aim for the head. Or better yet, approach stealthily from behind for a one-hit Sneak Kill.

GO AFTER THE FLEEING MOBIUS OPERATIVE

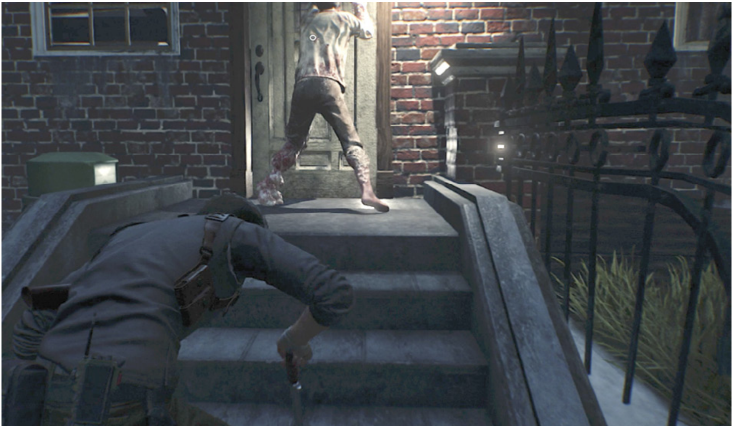
When the cutscene ends, Sebastian is hiding behind a parked car (40), with the Safe House (41) less than a block away. Unfortunately, a Lost is moving toward the vehicle. Wait in cover until it turns and heads back.



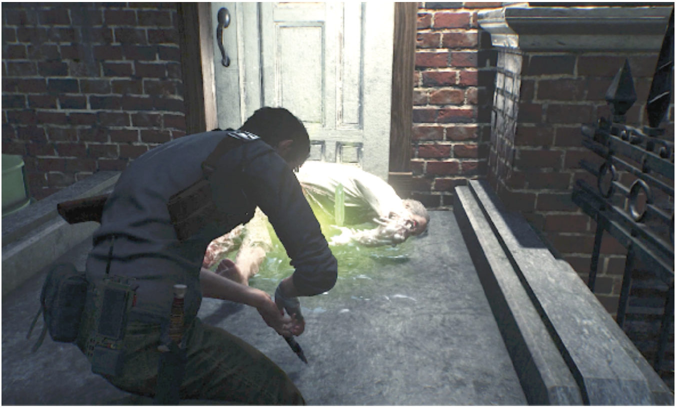
Go after the fleeing Mobius Operative

Here's the easy route to the Safe House. Move with stealth and make Sneak Kills in order from A to B.

Stay crouched and stealthily creep across the parking lot behind the Lost ripping up a corpse by the parked car (at A in our overhead shot). Press the button indicated onscreen to execute a swift Sneak Kill. Be sure to harvest some Green Gel from the corpse. Then creep over to the Safe House entry stairs and Sneak Kill the Lost (B in our shot) clawing at the door.



Steal Their Slime



Remember to scoop up Green Gel from fallen Lost enemies.

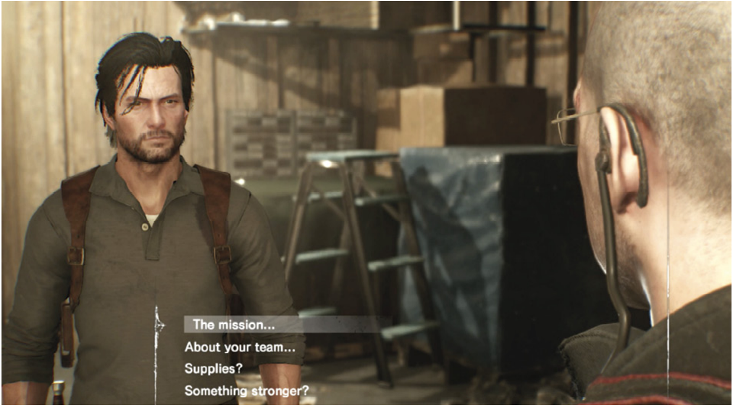
When you try to open the door, it's blocked from the inside by a table. Repeatedly tap the "Shove" button indicated onscreen until Sebastian rams open the door. Then watch as he slams it back shut and secures it with a bookcase.

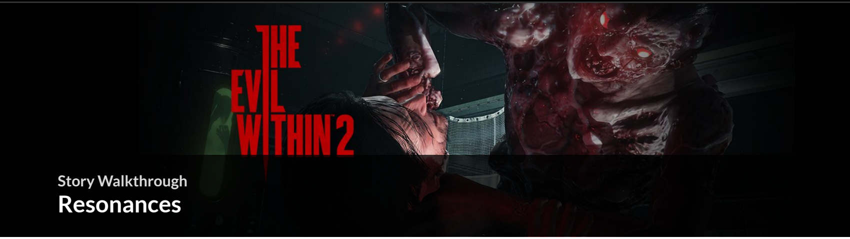
Find O’Neal

In the entry room, look for an item stashed in a small cabinet drawer next to the sofa. Then enter the bathroom and snag a Medical Syringe from the Emergency Kit on the wall. Go down the back hallway to a staircase leading down to a door. Open the door to trigger a long cutscene: Sebastian meets Liam O’Neal, Mobius Search Team technician.

O’Neal explains he was sent into STEM by Mobius to solve a hardware issue. After Sebastian explains that they’re all stuck in STEM until “the Core” is found, O’Neal says he detected signals that resonate at the Core’s frequency nearby. These “signals” sound like a little girl’s voice! Sebastian can use his own Communicator to track the transmission. O’Neal also points out that the Communicator can pick up other signals too.

Here you’re given the opportunity to query O’Neal on a series of four topics. This marks the beginning of the game’s next chapter.



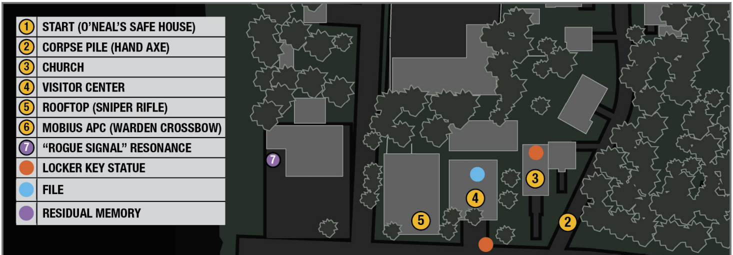


Story Walkthrough

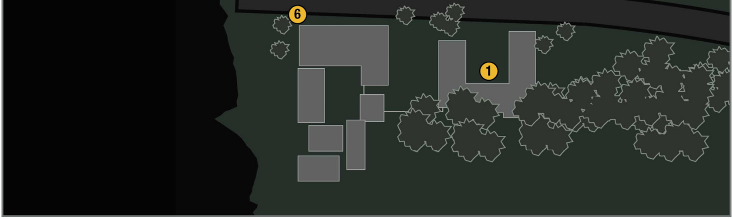
Resonances

O'Neal says a supposedly simple, "in-and-out" Mobius job has turned into a weeklong slog through confusion and lethal danger. In fact, the STEM world appears to be literally falling apart at the seams. As you begin exploring it this chapter, you'll find that your handy Communicator is your best friend.

OVERVIEW



①	START (O'NEAL'S SAFE HOUSE)
②	CORPSE PILE (HAND AXE)
③	CHURCH
④	VISITOR CENTER
⑤	ROOFTOP (SNIPER RIFLE)
⑥	MOBIUS APC (WARDEN CROSSBOW)
⑦	"ROGUE SIGNAL" RESONANCE
●	LOCKER KEY STATUE
●	FILE
●	RESIDUAL MEMORY

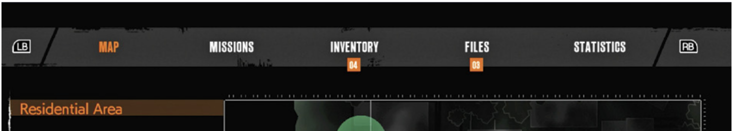


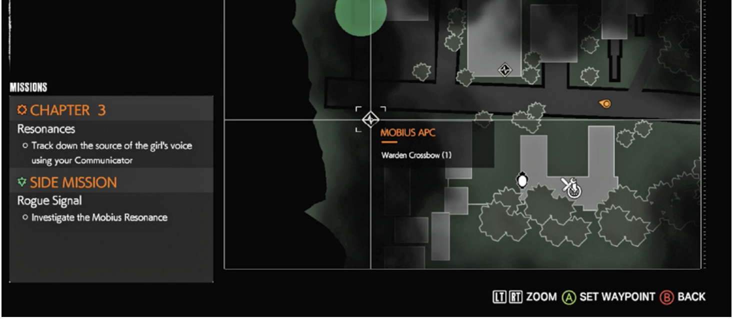
OBJECTIVES

- Talk to O’Neal
- Explore O’Neal’s Safe House
- Go outside and use your Communicator to track the girl’s voice
- Optional: Find the Warden Crossbow
- Optional: Complete the “Rogue Signal” side mission
- Track down the source of the girl’s voice using your Communicator Collectibles
- 8 Files
- 2 Slides
- 6 Residual Memories

TALK TO O’NEAL

Select all four dialogue topics with O’Neal to get the full backstory on the Mobius deployment and other items of interest. When you select the “Supplies?” dialogue option, O’Neal notes that other Mobius team members have reported the discovery of weapons caches; he sends these coordinates to Sebastian. This exchange triggers an optional side mission, “Rogue Signal,” and puts a green search-area circle on your Communicator map. When Sebastian asks about “Something stronger?” O’Neal reports spotting a weapon next to a Mobius APC just outside the compound, and puts a search icon on your map to mark the APC’s location.





MISSIONS

CHAPTER 3

Resonances

- Track down the source of the girl's voice using your Communicator

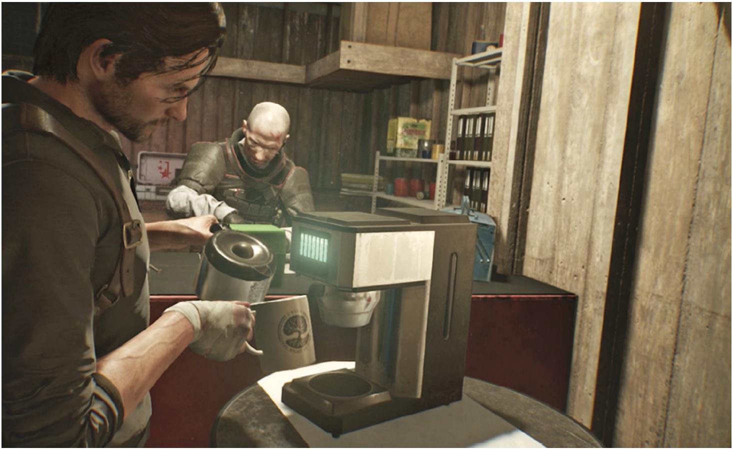
SIDE MISSION

Rogue Signal

- Investigate the Mobius Resonance

EXPLORE THE SAFE HOUSE

O'Neal's Safe House has some useful features. First, pour yourself a cup of health at the Coffee Maker next to where O'Neal is working. (This maxes out your health meter.) If playing on Casual difficulty, a Supply Box full of useful items sits against the right wall.



COFFEE MAKER

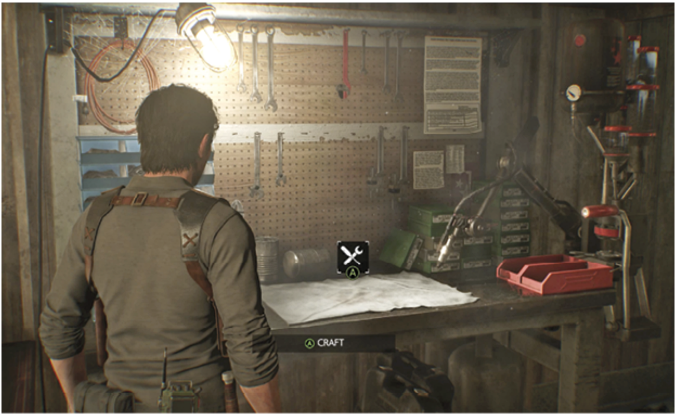
Drinking coffee from a Coffee Maker restores you to full health, just as in real life. Once you imbibe, the device automatically begins brewing a new pot of dark goodness. Note that this brewing process takes about 20 minutes to complete.

SUPPLY BOX

When playing on Casual difficulty, every Safe House features a Supply Box full of useful stuff such as ammo, medical items and crafting components. After you grab the contents, they will actually replenish over time. Thus, you can return for resupply later. Note that you must begin the game on Casual to get these Supply Boxes. If you begin on another difficulty and reduce it in-game to Casual, they will not appear.

Next to that sits a Workbench, where you can use Components to craft ammo and other items, or upgrade or repair weapons using Weapon Parts. For this purpose, be sure to grab the piles of Weapon Parts sitting around the room too. Finally, use the nearby Save Terminal to save your game progress.

Craft Some Bullets



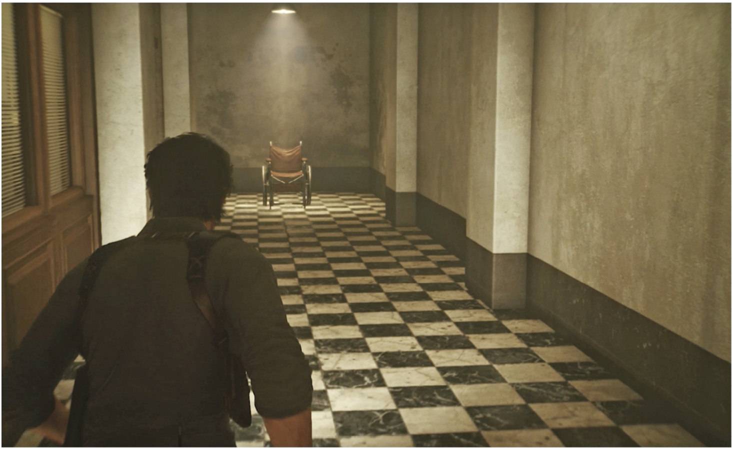
Before you exit O'Neal's Safe House and start exploring Union, make sure you have a good supply of Handgun Bullets for your Semi-Automatic Handgun. If you're low on bullets and have Gunpowder, you can craft more bullets at the Workbench.

Crafting in the Field

Keep in mind that it is possible to craft in the field when the need arises, though the Workbench is cheaper.

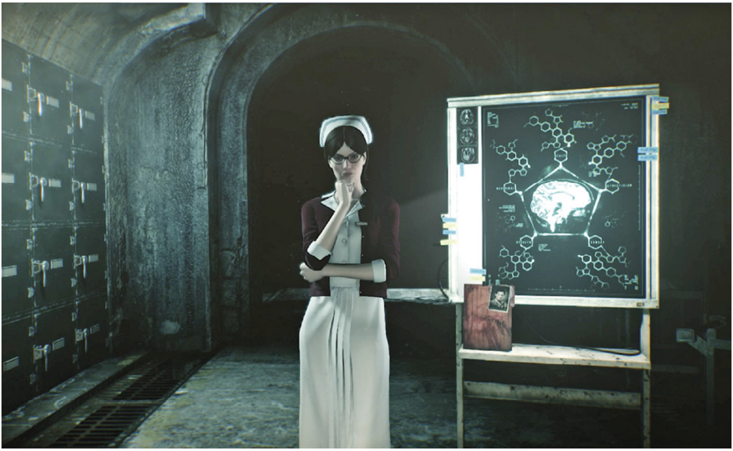
Find The Portal Back To Sebastian's Room

Exit the main room via the side door and head left down the corridor. Up ahead, you catch a brief glimpse of a nurse figure, walking away from you. Follow her to the Mirror portal and use it to transport back to a back corridor of Sebastian's Room that was previously inaccessible. Here you find another Workbench and, at the far end of the hall, a wheelchair.

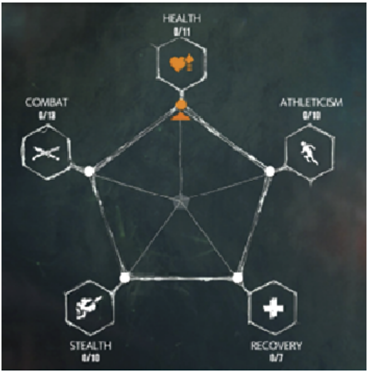


Check Out The Upgrade Chair

Go sit in the wheelchair to trigger a phase-shift that transports Sebastian into another chair familiar to players of *The Evil Within*. Tatiana, the nurse—also familiar to Evil fans—greets Sebastian, moves to the new upgrade board, and offers to help him "get back in shape."



Here you can select the board and spend the Green Gel that you've collected to purchase upgrades in five areas: Health, Athleticism, Recovery, Stealth and Combat. (For more on this, see the section on "Upgrading Skills" in our Basics chapter.) As the game progresses you'll also need jars of Red Gel to unlock higher levels of each skill category.



When you're finished, simply select Stand Up to return to the back corridor of Sebastian's Room. Walk through the now-open doors into the office area and use the Mirror on the left to return to O'Neal's Safe House in Union.

Conversations with Tatiana

Return to Tatiana and talk to her as the game progresses to get different conversations.

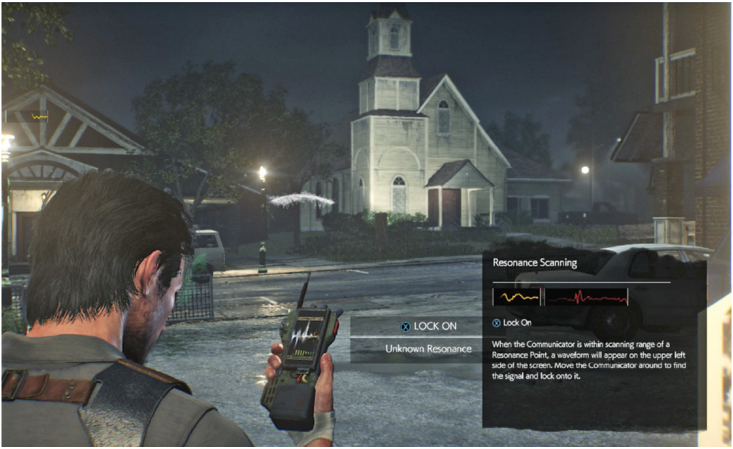
Upgrade to Suit Your Style of Play

To upgrade your skills, use the Mirror in O'Neal's Safe House to teleport into the back hallway of Sebastian's Room. There, sit in the wheelchair at the corridor's end to activate the skill upgrade procedure. Keep in mind: the more enemies you kill, the more Green Gel you can collect, and thus the higher you can boost your skills.

If you enjoy engaging gruesome monsters in open combat, focus on working through the Combat and Recovery upgrade trees first. If you're more of a stealth warrior, improve your Stealth and Athleticism skills first. And every style of play can benefit from boosts in Health abilities, so don't ignore those upgrades.

GO OUTSIDE AND USE YOUR COMMUNICATOR TO TRACK THE GIRL'S VOICE

Exit the Safe House via the side door just down the hall on the left. Outside ①, take a couple steps forward to trigger a short scene: Sebastian pulls out his Communicator and an "Unknown Resonance" lock-on icon appears. (Read the "Resonance Scanning" info window that also pops up for a quick overview on how scanning works.)

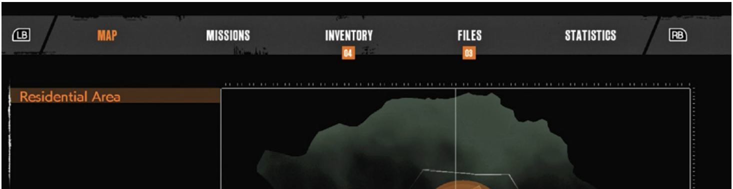


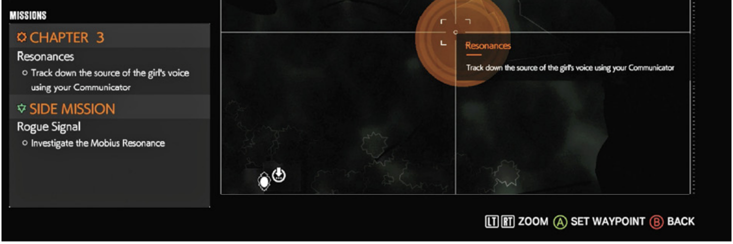
Resonance Scanning

⊗ Lock On

When the Communicator is within scanning range of a Resonance Point, a waveform will appear on the upper left side of the screen. Move the Communicator around to find the signal and lock onto it.

Press the Lock On button indicated to lock onto the signal for the Girl's Voice. (Read the "Logging Resonance Points" info window here.) When you lock onto a main mission resonance signal, its general location appears as an orange "search-area" circle on your map, labeled with the current mission name—in this case, "Resonances."





MISSIONS

CHAPTER 3

Resonances

- Track down the source of the girl's voice using your Communicator

SIDE MISSION

Rogue Signal

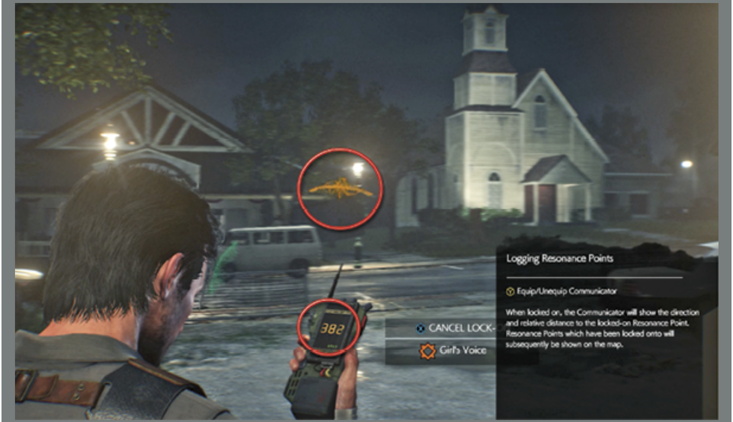
- Investigate the Mobius Resonance

Resonances

Track down the source of the girl's voice using your Communicator

Now, swivel leftward until the green "Rogue Signal" waveform and Lock On icon appear, and lock on to that signal too. You hear a snippet of conversation between two male voices. Note that this Resonance Point is closer, just over 100 meters away. This corresponds to the green search-area circle on your Communicator map, labeled "Rogue Signal" ⑦, where you search if you choose to pursue the side mission.

RESONANCE COLOR CODES



Logging Resonance Points

Equip/Unequip Communicator

When locked on, the Communicator will show the direction and relative distance to the locked-on Resonance Point. Resonance Points which have been locked onto will subsequently be shown on the map.

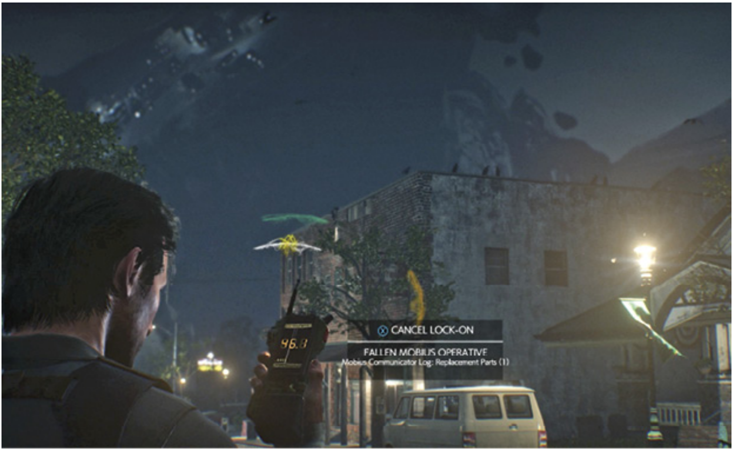
When equipped and locked onto a Resonance Point, the Communicator indicates the direction to the objective location using an onscreen pointer in the form of a jagged resonance waveform.

This waveform is orange for a main mission objective, green for a side mission objective, and white with a yellow pointer for other locations of interest (e.g., Fallen Mobius Operatives).

The Communicator screen also displays the distance to the locked-on target—in this case, about 380 meters to the Girl's Voice. We circled both types of indicators in our shot.

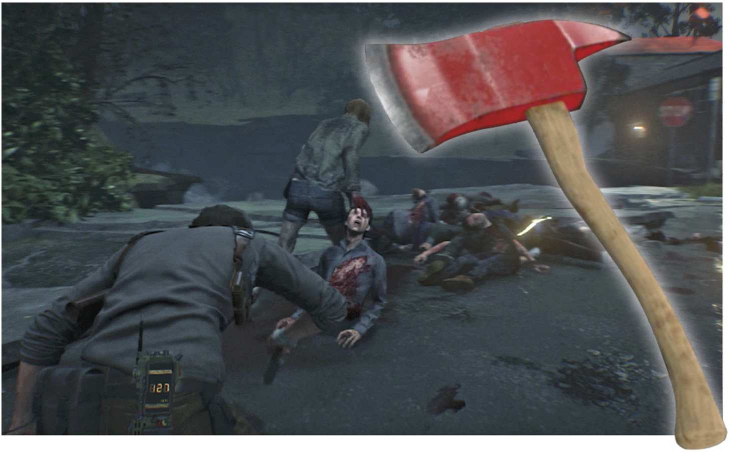
Lock Onto The "Fallen Mobius Operative" Signal

Unequipping the Communicator triggers a quick cutscene. Watch as the STEM breaks apart further, and chunks of Union are torn away from town. After the cinematic, equip your Communicator again and swivel to center on the white "Unknown Resonance" waveform that now appears. Lock on to track the location of a "Fallen Mobius Operative" just 46 meters away. The corresponding search icon on your map marks a spot atop a nearby building. More on the fallen soldier shortly.



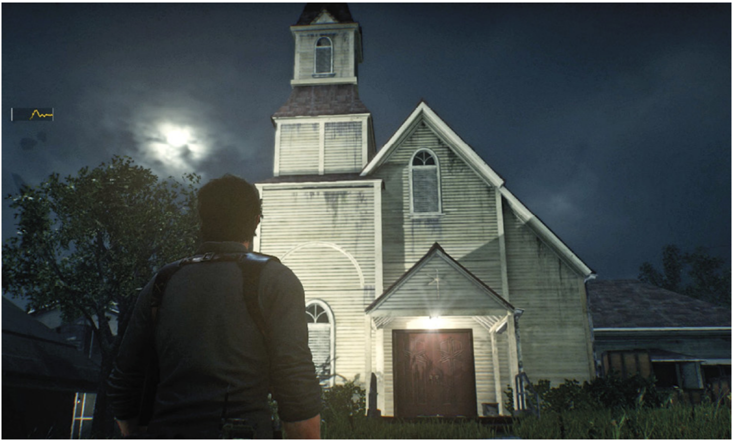
Optional: Snag A Hand Axe

First, let's explore the immediate area and snag some helpful items. Veer rightward and head carefully toward the pile of corpses ② in the street next to the church. Crouch behind the nearby pickup truck and wait for the Lost hauling another body to the pile. Take it down from behind with a Sneak Kill then grab the Hand Axe from the pile of corpses. Hand Axes are very powerful melee weapons; they can kill a Lost with just one strike.

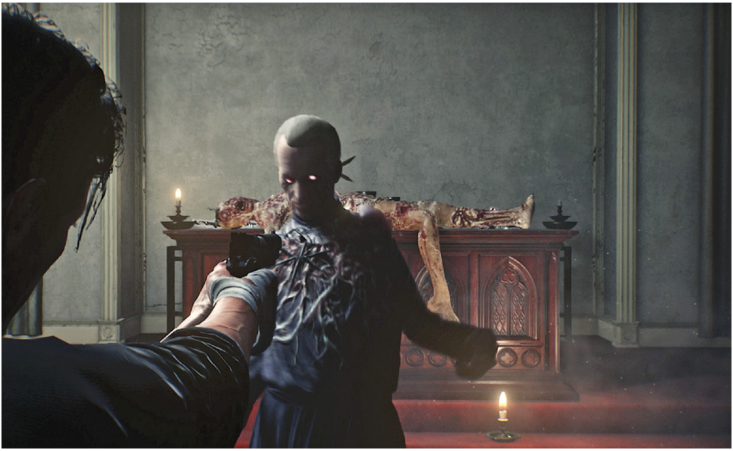


Optional: Explore The Church

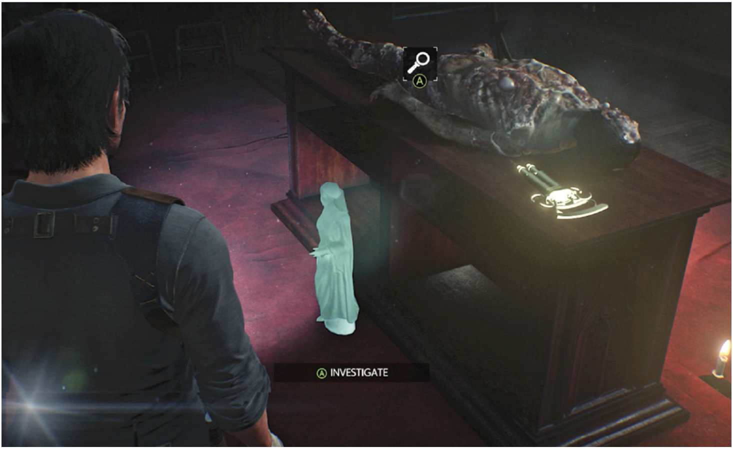
If you're up for a challenge, make sure your Semi-Automatic Handgun is fully reloaded then enter the church ③ via the front door. Your entrance triggers a disturbing scene with the parish priest, and then a pair of nasty parishioners burst through side windows. When the scene ends and control returns, the attackers approach you from three directions!



Immediately dispatch the priest with two headshots, then swivel and run down the aisle. If you can get the two parishioners to pursue you side by side, you can use the Hand Axe you just acquired to score a one-hit kill, taking out both with just one swing! But if you can chop only one, you'll have to shoot the other.



Once the holy space is cleared, be sure to scoop up the Green Gel puddles and then check behind the altar to find a statue. Smash the statue with a melee attack then pick up the Locker Key that falls out. Don't miss the Medical Syringe sitting on the altar before you exit the church.

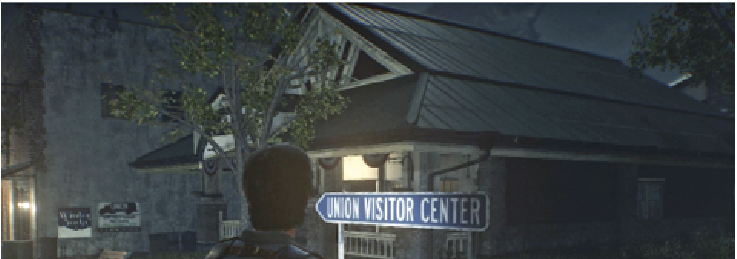


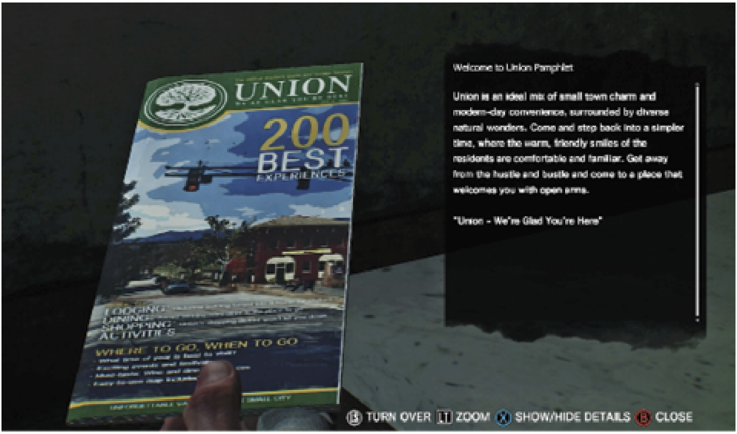
KEY ITEM KEYS

The Locker Keys acquired by smashing statues are listed in the Key Items section under Files in the Communicator menu.

Optional: Explore The Town Center Area

Another Locker Key statue sits on the bus bench by the street in front of the Union Visitor Center, next door to the church. Enter the Visitor Center ④ , loot the room, and pick up the “Welcome to Union Pamphlet” file sitting on the counter. Then exit back out to the street.



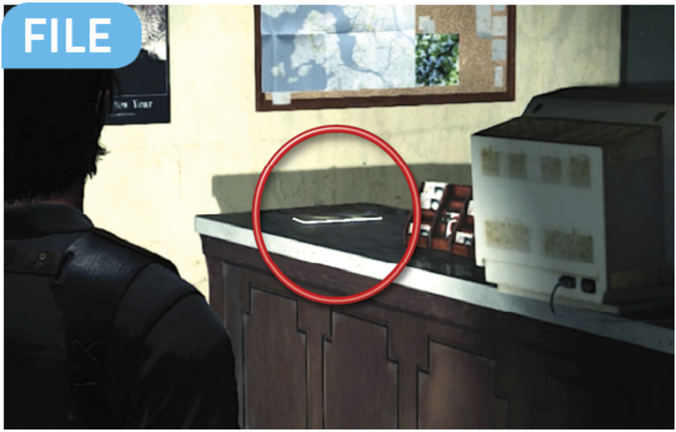


Welcome to Union Pamphlet

Union is an ideal mix of small town charm and modern-day convenience, surrounded by diverse natural wonders. Come and step back into a simpler time, where the warm, friendly smiles of the residents are comfortable and familiar. Get away from the hustle and bustle and come to a place that welcomes you with open arms.

"Union - We're Glad You're Here"

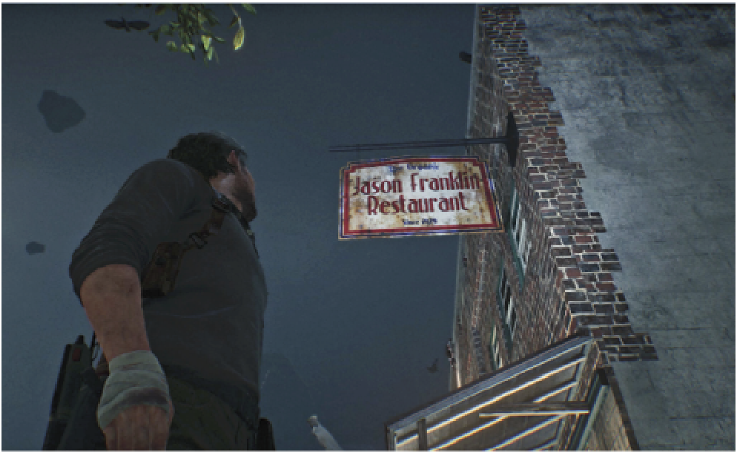
Welcome to Union Pamphlet

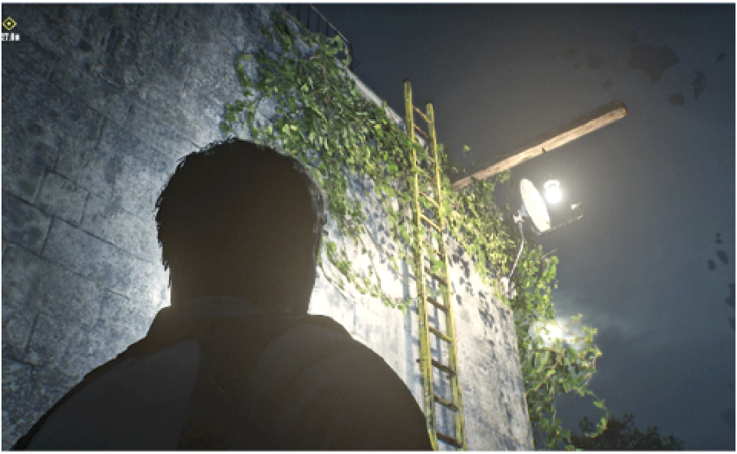


Find this pamphlet on a counter inside the Union Visitor Center on the top floor.

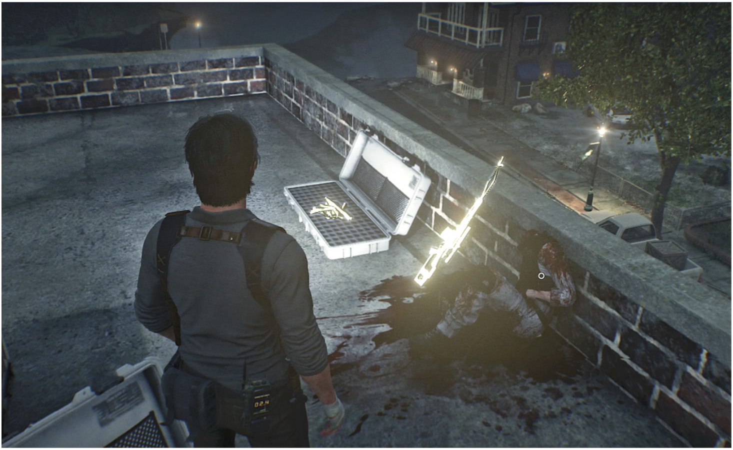
Optional: Explore The Restaurant Roof

Check your map to see that the “Fallen Mobius Operative” icon is located on the building ⑤ next door to the Visitor Center; the spot is actually on the rooftop. Head down the alley between the Visitor Center and the Jason Franklin Restaurant to find an exterior staircase. (Look for breakable crates underneath the staircase that you can smash for pickup items, but watch out for the Lost ravaging a corpse just around the corner to the right.) Climb the stairs to the landing, then find the ladder and climb it to the roof.





Careful: a Lost is roaming the rooftop, so immediately take cover behind the nearest fan housing. Move with stealth from unit to unit until you can get behind the Lost for a Sneak Kill. (You can also just go shoot it, but it's better to save your bullets whenever Sneak Kills are an option.) Once the Lost is downed, find all the items scattered on the roof. You discover a Broken Sniper Rifle, Sniper Rifle Cartridges, plus other useful items in open supply crates.

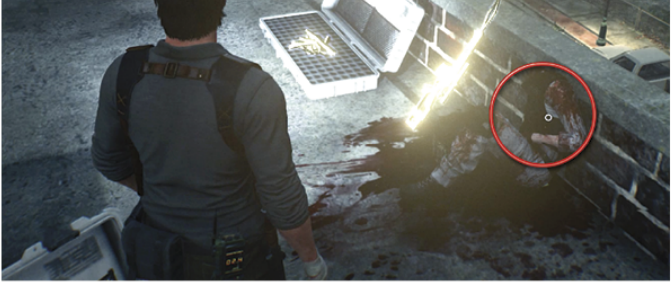


KEY ITEM: BROKEN SNIPER RIFLE

Until you get it repaired, the Broken Sniper Rifle acquired on the roof is listed in the Key Items section under Files in the Communicator menu. Once the rifle is operational again, it will appear in your Arsenal Menu as a weapon choice.

You also find a Communicator on the dead operative. It has a log that points you to replacement parts for the Broken Sniper Rifle; they're stored in a supply shed across from Union Auto Repair. This adds a search icon labeled "Sniper Rifle Parts" to your map in the northwest corner of town.

Mobius Communicator Log—Replacement Parts



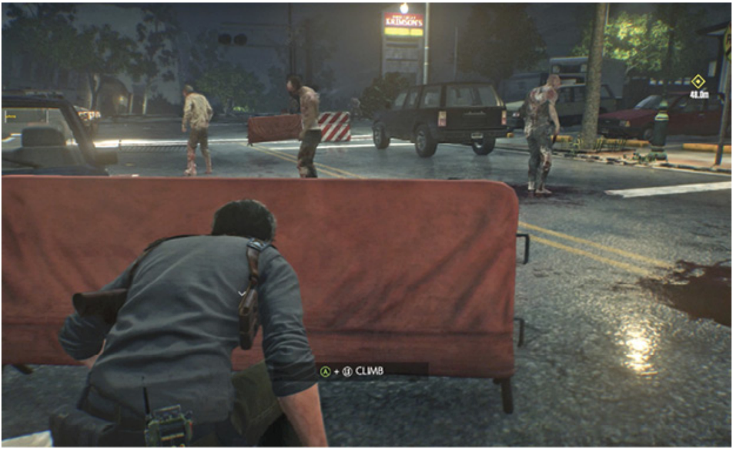
The Communicator log is on the fallen Mobius soldier on the roof of the Jason Franklin Restaurant. It offers info on where to find Sniper Rifle parts to repair the Broken Sniper Rifle you also find on the roof. (You can also find this same Communicator in the supply shed up in northwest Union. If you already found it there, it won't appear here on the roof.)

Once you've looted everything on the roof, climb back down the ladder and stairs and return to the street, crossing over to the opposite side.

Optional: Find The Warden Crossbow At The APC

Note that this objective is optional now, but it is mandatory later on, since you cannot get into the North Safe House without it. Open your Communicator map again and set a waypoint on the Mobius APC ⑥ that O'Neal marked on your map just down the street to the west. Start sneaking along the left side of the street, using parked cars and road barriers as cover.

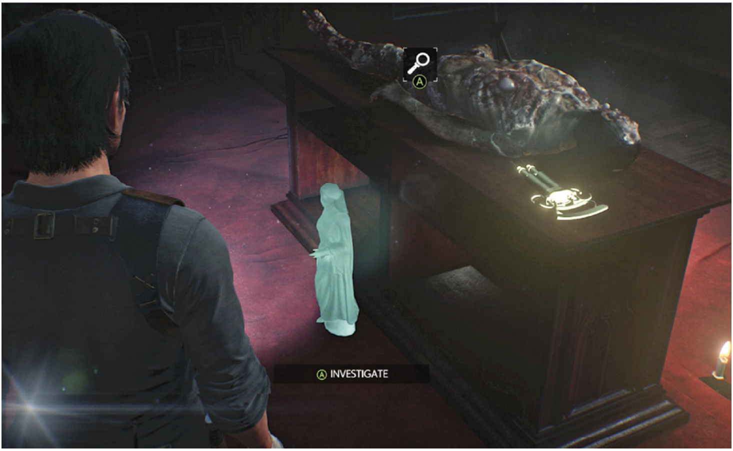
Up ahead, you can see about half a dozen Lost stumbling back and forth across the street in front of Krimson's Supermarket. While keeping an eye on them, move stealthily to the APC at the corner and duck behind the vehicle.



Explore with Axe in Hand

Back alleys and deserted lots in Union can be treasure troves of useful pickup items, but they're typically haunted by a stray Lost or two. Don't be afraid to loot unlit areas, but keep a Hand Axe ready, if possible. Monstrous things often lurch suddenly out of the darkness!

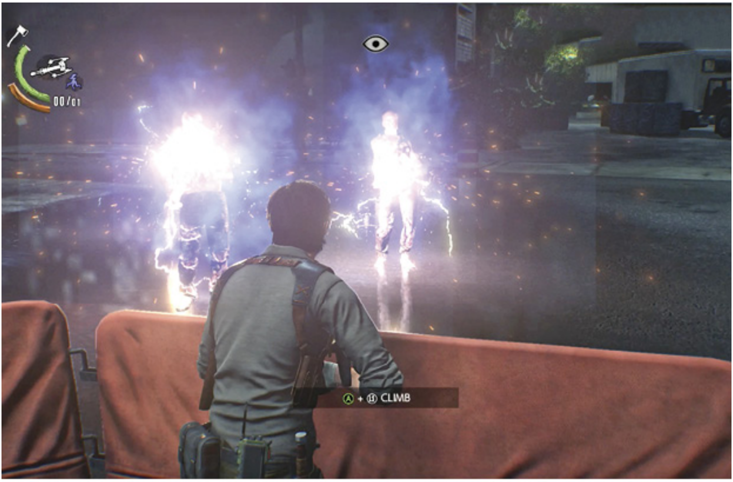
Grab the Warden Crossbow and read the onscreen instructions for using it. Then close the tutorial page to trigger a quick cutscene: another STEM quake rattles the street. The shaking rolls a nearby car into a fire hydrant, releasing a gush of water into the street. The car's horn honks as well, attracting the attention of the nearby Lost. They wander over to the growing pool of water.



WEAPON: WARDEN CROSSBOW

This versatile weapon can fire a number of different bolt types: Shock, Harpoon, Smoke, Explosive, and Freeze. These bolt varieties give you some clever tactical options in certain situations.

Open your Arsenal Menu and equip the crossbow, which is already loaded with a Shock Bolt. Quickly fire the Shock Bolt into the pool of water on the street. Watch as the bolt electrocutes all Lost standing in the water. As they collapse to the ground, hop over the barrier and Stomp fallen Lost before they can get up. Once they do get up, fire the second Shock Bolt into the water and repeat the process. You should be able to stomp most of the monsters without resorting to other forms of combat.

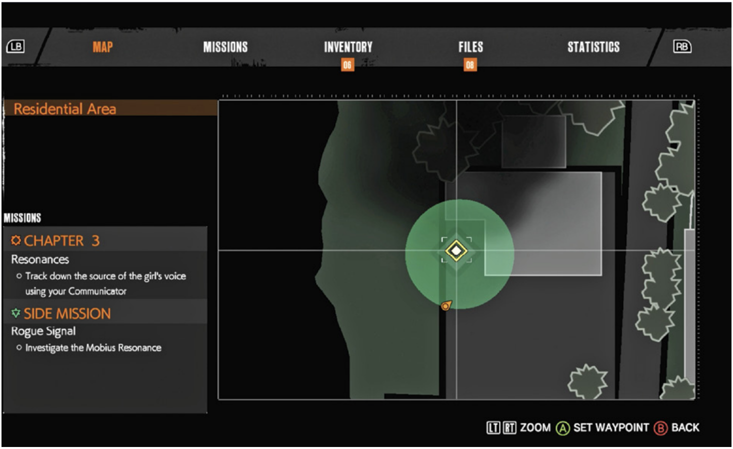


Before you move on, be sure to scoop up all the Green Gel and then return to the APC and grab the pair of Harpoon Bolts for the crossbow.

Fire Hydrants Can Be Shockingly Useful

If you shoot any Union fire hydrant, water spreads over a wide area around the spot. Lure multiple Lost into the pool then zap it with a Shock Bolt to incapacitate them briefly. When they collapse to the ground, quickly stomp them for one-hit kills. Hurry, though! They don't stay down for long.

SIDE MISSION: ROGUE SIGNAL



Residential Area

MISSIONS

CHAPTER 3

Resonances

- Track down the source of the girl's voice using your Communicator

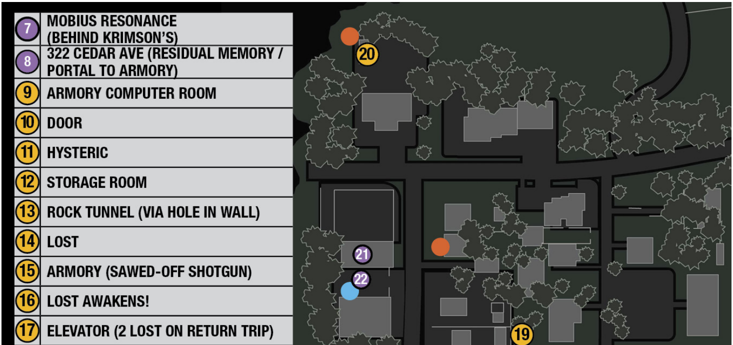
SIDE MISSION

Rogue Signal

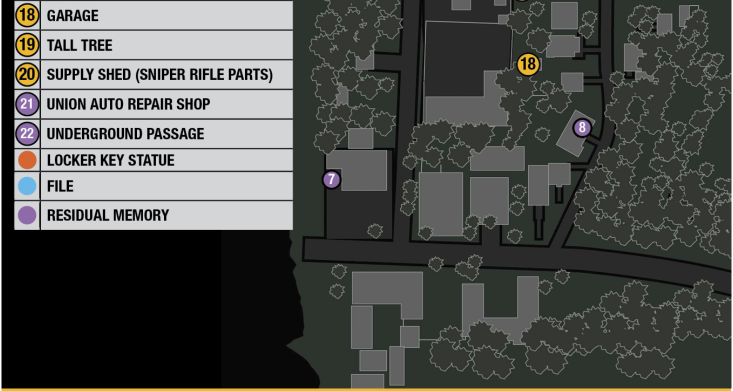
- Investigate the Mobius Resonance

At this point, you can start tracking the girl's voice to the orange search zone on your map if you want. But we recommend that you tackle the side mission first. It not only gives you some practice, but also lets you stock up supplies for important skill and weapon upgrades. It also offers some juicy backstory elements that deepen the overall plot.

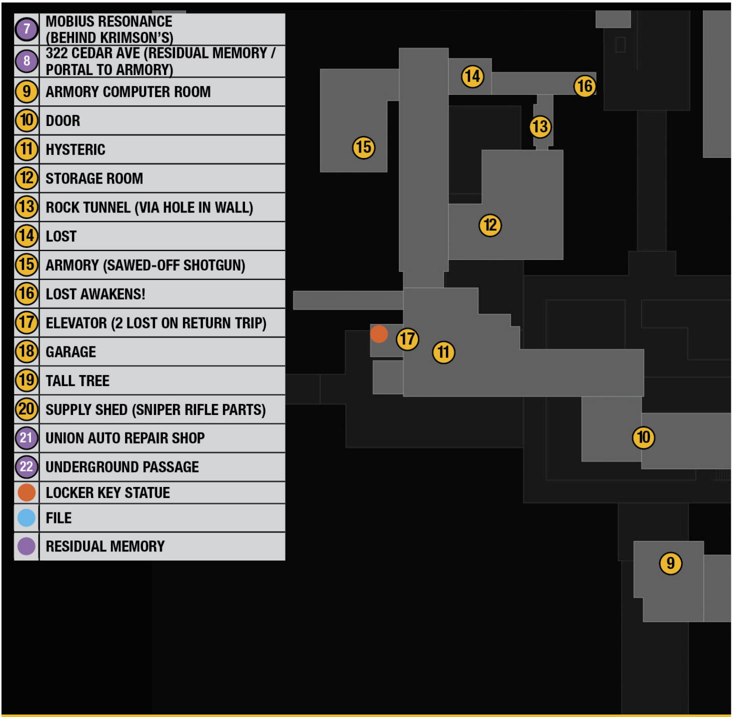
OVERVIEW



7	MOBIUS RESONANCE (BEHIND KRIMSON'S)
8	322 CEDAR AVE (RESIDUAL MEMORY / PORTAL TO ARMORY)
9	ARMORY COMPUTER ROOM
10	DOOR
11	HYSTERIC
12	STORAGE ROOM
13	ROCK TUNNEL (VIA HOLE IN WALL)
14	LOST
15	ARMORY (SAWED-OFF SHOTGUN)
16	LOST AWAKENS!
17	ELEVATOR (2 LOST ON RETURN TRIP)



Union Residential District


7 MOBIUS RESONANCE (BEHIND KRIMSON'S)
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16 LOST AWAKENS!
17 ELEVATOR (2 LOST ON RETURN TRIP)
18 GARAGE
19 TALL TREE
20 SUPPLY SHED (SNIPER RIFLE PARTS)
21 UNION AUTO REPAIR SHOP
22 UNDERGROUND PASSAGE
● LOCKER KEY STATUE
● FILE
● RESIDUAL MEMORY
14
16
13
15
12
17
11
10
9

OBJECTIVES

- Investigate the Mobius Resonance
- Investigate 322 Cedar Ave
- Optional: Explore the Armory
- Investigate Union Auto Repair
- Investigate the Visitor Center
- Report back to O'Neal

INVESTIGATE THE MOBIUS RESONANCE

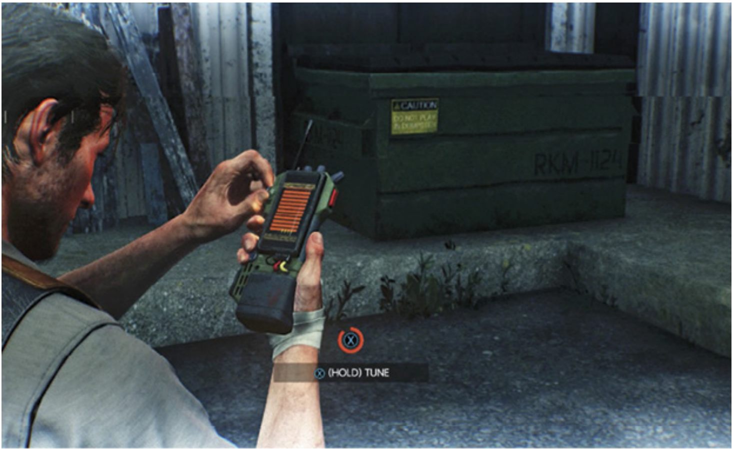
Open your Communicator menu to access the map. Move the map reticle directly into the middle of the green "Rogue Signal" circle and press your Set Waypoint button. Now when you return to the world view, you see a yellow waypoint marker onscreen.

WELCOME TO
UNION

Set Waypoints Regularly

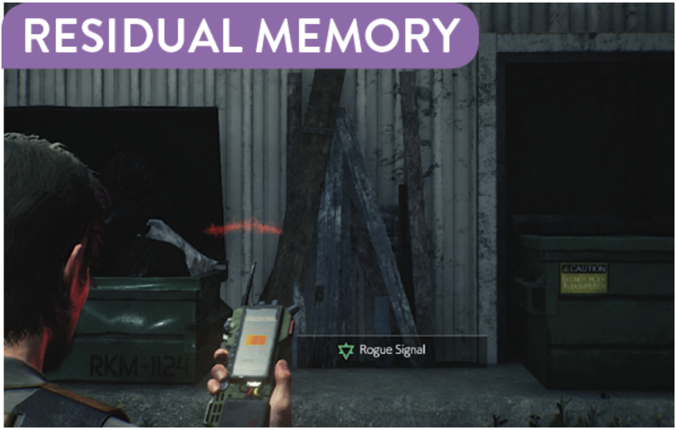
Setting a waypoint on your map creates a yellow marker onscreen when you close the map and return to the game world. That marker indicates the direction and shows the distance (in meters) to the spot you marked on the map.

Follow the yellow waypoint marker through the foliage along the right side of the fence leading to the Krimson's Supermarket dumpster dock ⑦ . Equip your Communicator and approach the dumpsters, moving until the "Tune" button icon appears onscreen.



Hold down that button until the Residual Memory appears, revealing the ghostly figures of two Mobius security officers, Turner and Hayes. Listen to their conversation: Turner calls an Alpha One Emergency, ordering Hayes to abandon protection of O'Neal's Mobius tech team and kill everything in Union that moves.

"Hayes and Turner Hatch Their Plan"



Track down the Resonance of this memory to the dumpster dock next to Krimson's Supermarket.

RESIDUAL MEMORY LOGS

You can find a transcript of every Residual Memory transmission listed in the Residual Memories option under Files in your Communicator menu.

Now you can smash a number of crates near the dock for pickup items (including some inside the delivery truck), but beware of Lost lurking nearby. Toss a bottle to distract it, or lure it over for a headshot or axe strike. Then find the Fallen Mobius Operative out in the middle of the street and loot the body for a pickup item.

FINDING RESIDUAL MEMORIES

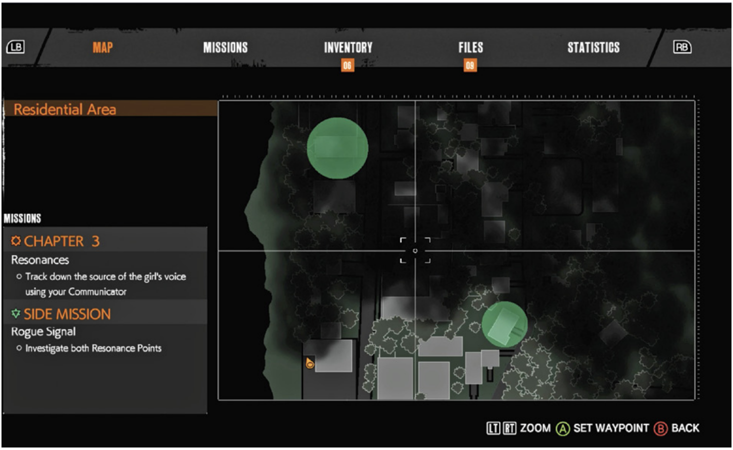
The STEM world features 24 special Resonance Points that trigger Residual Memories—i.e., shadowy scenes from the past that replay in the present when you tune them in using your Communicator.

When you get near a Residual Memory, a waveform flashes red on the screen. Equip your Communicator and use its directional cues to reach the signal. (Note that if the memory is located inside a structure, that structure glows when your Communicator is equipped and locked on to that resonance.) When the Tune button prompt appears onscreen, hold down the button indicated to trigger the memory.

Note that a transcript of the conversation is logged in the Residual Memory section under Files in your Communicator menu.

INVESTIGATE BOTH RESONANCE POINTS

Once the first Residual Memory fades, two new Resonance Points appear as green search zones on your map.

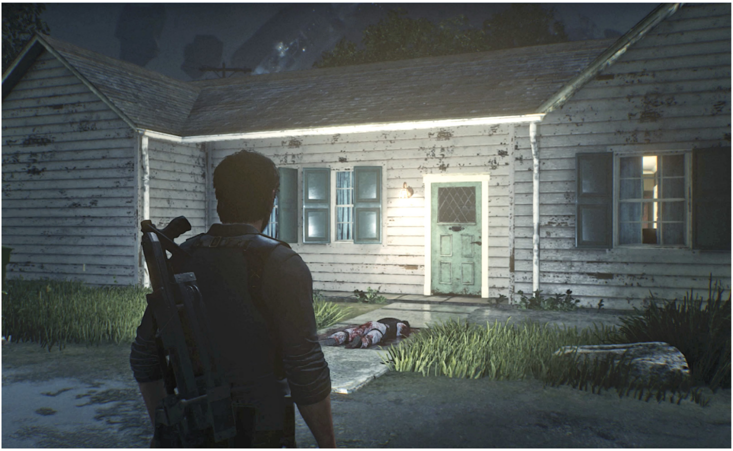


CHAPTER 3
Resonances
○ Track down the source of the girl's voice using your Communicator

SIDE MISSION
Rogue Signal
○ Investigate both Resonance Points

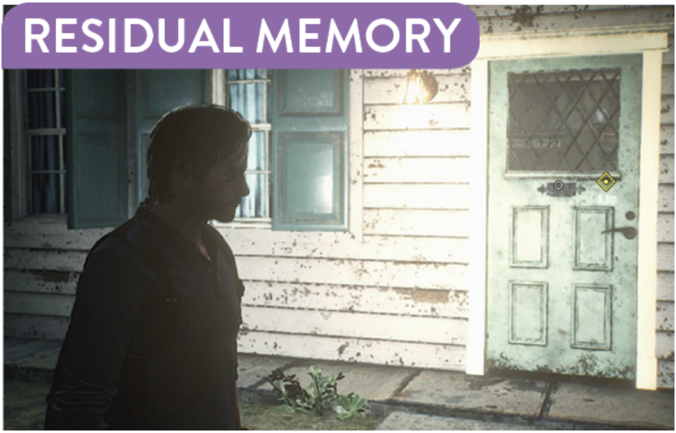
INVESTIGATE 322 CEDAR AVE

Work your way back down the main street toward the church. Turn left on Cedar Avenue, approach the first house on the left, 322 Cedar ⑧. First, take the Handgun Bullets from the Fallen Mobius Operative on the front sidewalk. Then equip your Communicator, lock in the green Rogue Signal waveform, and enter the house through the front door.



Inside, snag the Syringe from the bathroom cabinet then go through the white interior door. Follow the long corridor into a utility room. Equip your Communicator, move until the Tune button icon appears, and then hold the button indicated to trigger another Residual Memory. You learn that Turner is heading to the auto body shop for supplies while Hayes is using a computer to "get down there." They plan to meet later at the Visitor Center for what sounds like a very grim task.

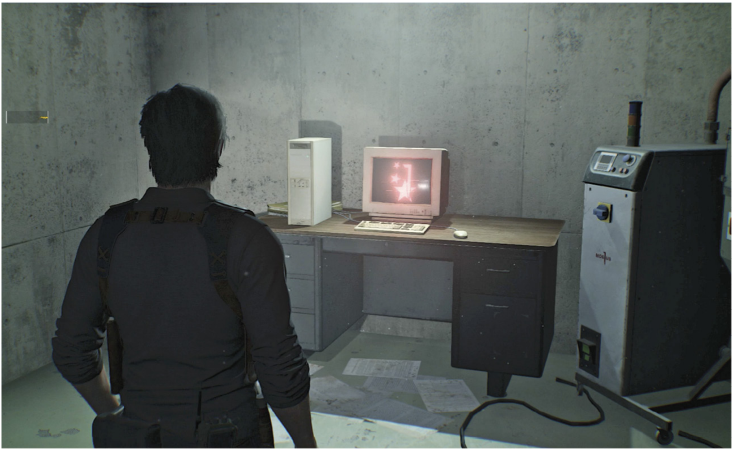
"Hayes and Turner Split Up"



Track the Resonance of this memory to the utility room in the house at 322 Cedar Avenue.

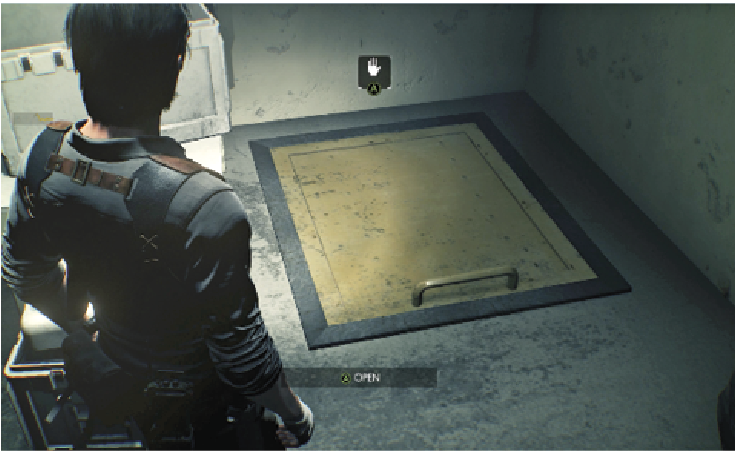
OPTIONAL: EXPLORE THE ARMORY

After the Residual Memory is logged, you can enter the storage room beyond and scour it for pickup items. There you also find a trap door on the floor. Open the trap door and climb down the ladder into an underground room. Approach the computer on the desk and hold down the button indicated to "Go to The Marrow: Armory."

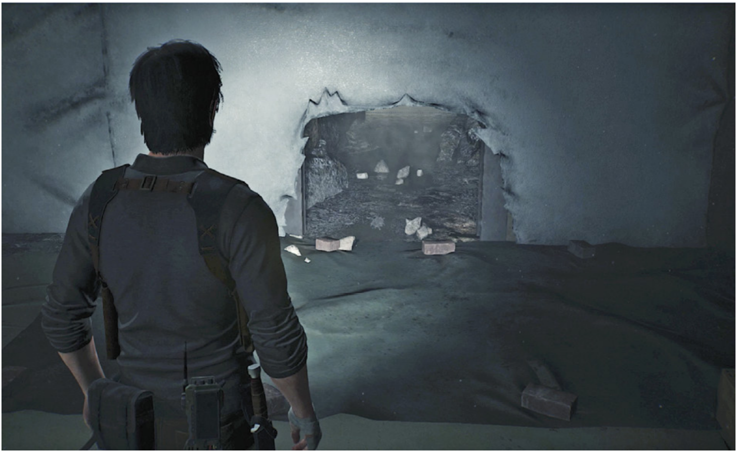


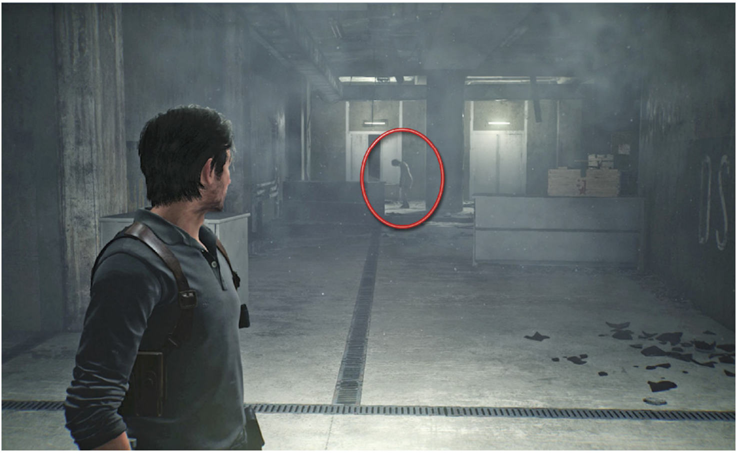
You teleport to the same dark, watery nether-space that you landed in when you first dropped into the STEM world. Wait a second until a blinding light flashes, then approach the computer that appears and use it to complete the trip to the Armory terminal ⑨ . You end up at a terminal under a "Cedar Avenue, Exit J3" sign. Grab a few Handgun Bullets stashed in an equipment locker just to the right then exit the room via the only door. Follow the corridor downstairs then past a floor directory of the Mobius underground facility; continue through the next door ⑩ .

USE STAIRS IN CASE OF
SECTION
D
MOBIUS UNDERGROUND F
FLOOR DIRECTORY
LEGEND



Follow the hallway around the corner then stop and crouch as you hear the distinctive gurgle of a deadly, frightening Hysteric ⑪ just down the hall (circled in our shot). She paces in front of two sets of elevator doors, halting to slouch every few steps. It takes multiple hits to bring the tough lady down, so try this: creep up behind her for a Sneak Kill (it's an easy approach—she paces very slowly). This attack won't kill her, however. When she recovers with a wild swing, back away and target her with quick headshots until she drops! Be sure to scoop up the prodigious puddle of Green Gel she leaves behind.

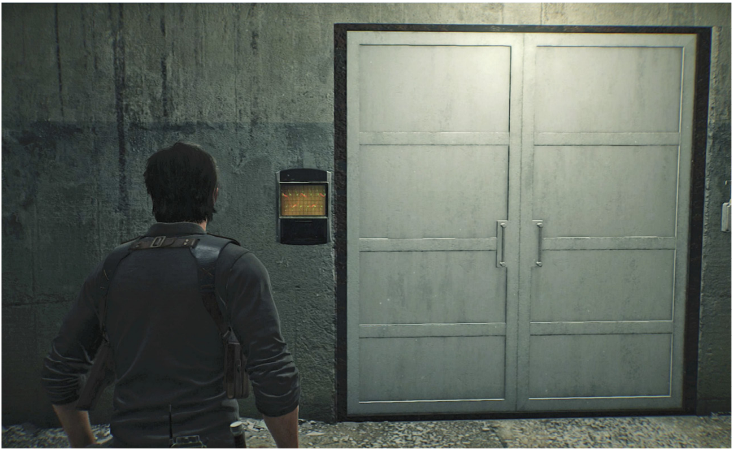




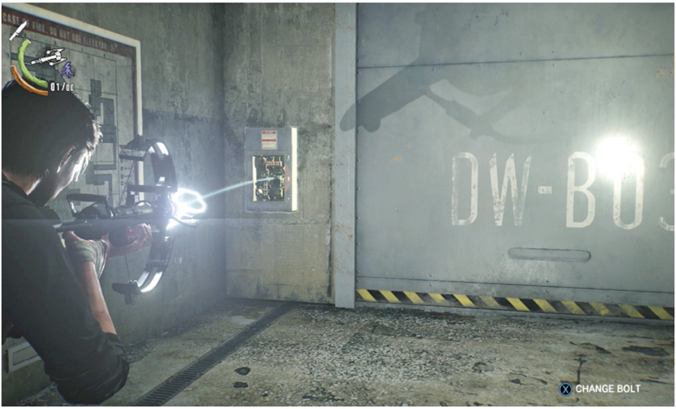
Proceed through the next door into a big storage area ⑫ and smash boxes to find pickup items. Then crouch and exit via the hole torn in the wall; proceed through the rock tunnel ⑬ . As you exit the tunnel you hear activity down the corridor to your left. At the far end, a Lost ⑭ is tearing at the flesh of Hayes. Creep up behind him for a Sneak Kill.

Solve The Wave Lock Puzzle

In the next room, you find two locked doors. Each one has a lock control panel next to it. For this walkthrough, we'll skip the big security door labeled DW-B03. (See the Tip on this page.) Approach the unmarked double-doors and operate the lock panel to their left for a close-up of its display.

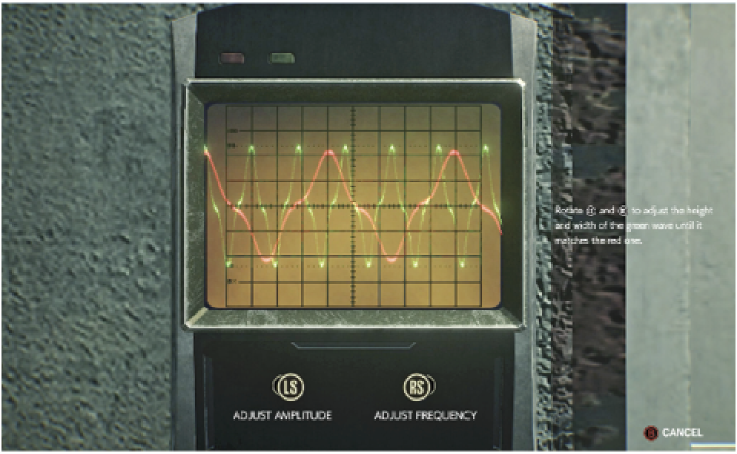


Opening DW-B03

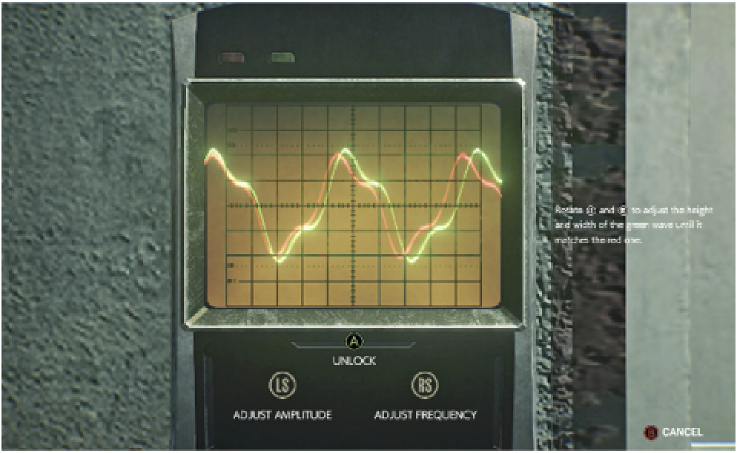


In the Armory section of The Marrow you find a big locked security door marked DW-B03. Although its lock panel has no power, you can fire a Shock Bolt into the panel to zap it into activation and open the door. This isn't necessary, but it does give you a more direct route back to the computer room when you're finished in the Armory.

This is an oscilloscope-based lock puzzle. Your objective is to match the green wave pattern to the red wave pattern. First, use the Adjust Amplitude control indicated onscreen to change the green wave height until it matches the red wave height.



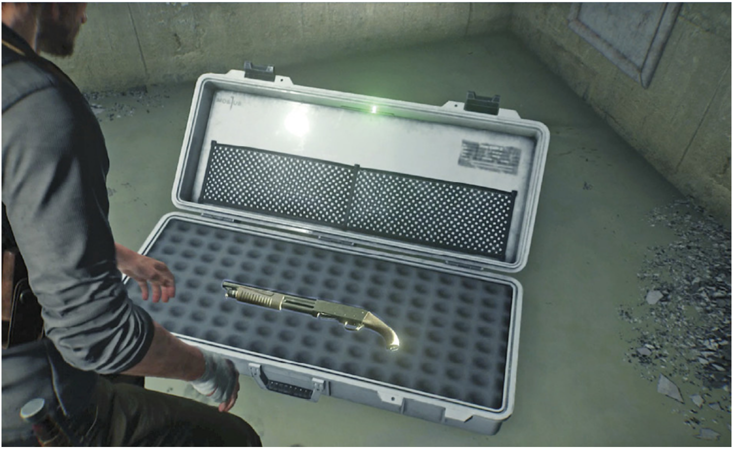
Rotate Ⓛ and Ⓡ to adjust the height and width of the green wave until it matches the red one.


Rotate Ⓛ and Ⓡ to adjust the height and width of the green wave until it matches the red one.

Then use the Adjust Frequency control to alter the width of the green waves until they match up to the width of the red waves. An “Unlock” button icon appears on the display. Press that button to unlock the doors.

Loot The Shotgun And Fight Back To The Computer Terminal

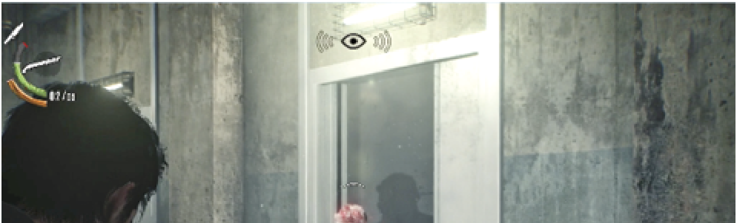
Now you can loot the Armory ⑮ unmolested. The flat weapon crate on the floor holds the glorious Sawed-Off Shotgun. Wield it immediately! Then start retracing your route back to the computer room ⑨ .

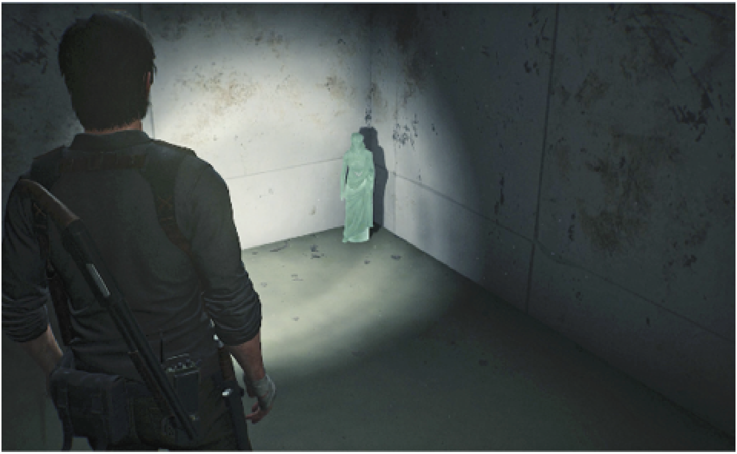


WEAPON: SAWED-OFF SHOTGUN

This powerful weapon gives you a lot of extra punch at close range. It also fires a wide spread of projectiles. Note that you can find this weapon in two other locations as well: in the Tredwell Trucking warehouse and in the Facilities area of The Marrow. Once you acquire the shotgun, the other two possible locations turn into ammo pickups. On Casual difficulty only, the Sawed-off Shotgun can also be found at the bottom of the Pit Stop hill, next to a red car and dead Mobius soldier.

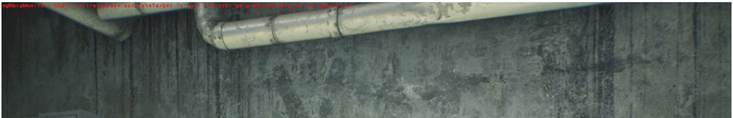
On the way, watch out for a lone Lost ⑯ who awakens as you enter the corridor that leads to the rock tunnel entrance. One good shotgun blast to the head takes it out in spectacular fashion. Reload so you have the full three shells in the clip… because more danger lurks ahead in the elevator hall. There, two grisly Lost burst from the rightmost elevator ⑰ as you approach. Terminate them both with close-range blasts. Be sure to check out the elevator afterward to find and break the Locker Key statue.





Return To 322 Cedar

When you reach the computer terminal, use it to return to the dark watery void, and then wait for another computer to appear in a blinding flash. Use that one to travel to the underground room at 322 Cedar Avenue ⑧ . Climb up the ladder and exit into the main floor corridor.



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ngWarpMonitor::Use() initialAccess.activateTarget is null [id_st01_gd_gimmicks_warp_pc_icd_monitor_3]
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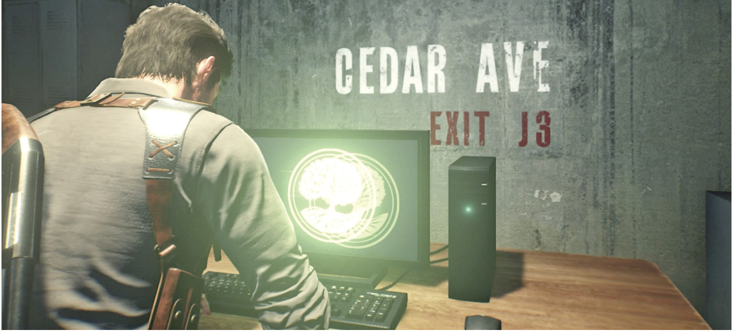
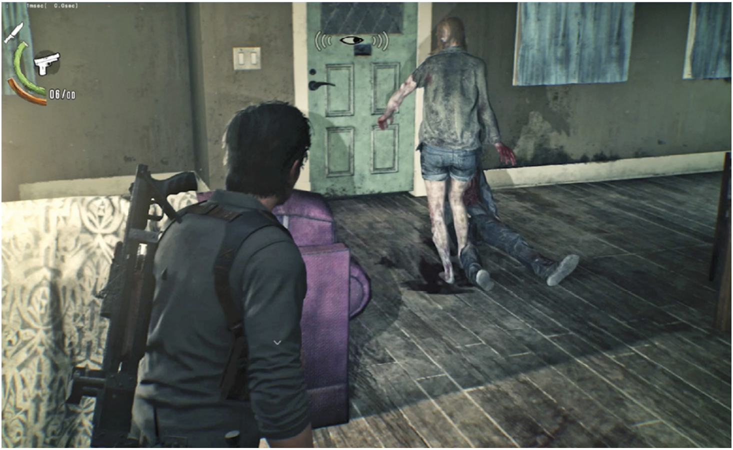
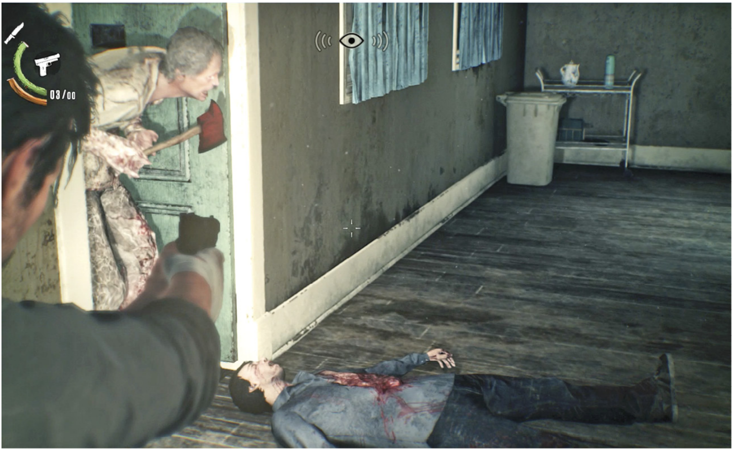


Move down the corridor to see a corpse dragged away! Proceed through the half-open door to see the Lost dragging the corpse to the front door. Try to creep up behind the Lost and Sneak Kill her before she gets outside, then prepare to shoot an axe-wielding Lost who rushes the front door from outside. Be sure to pick up its dropped Hand Axe!

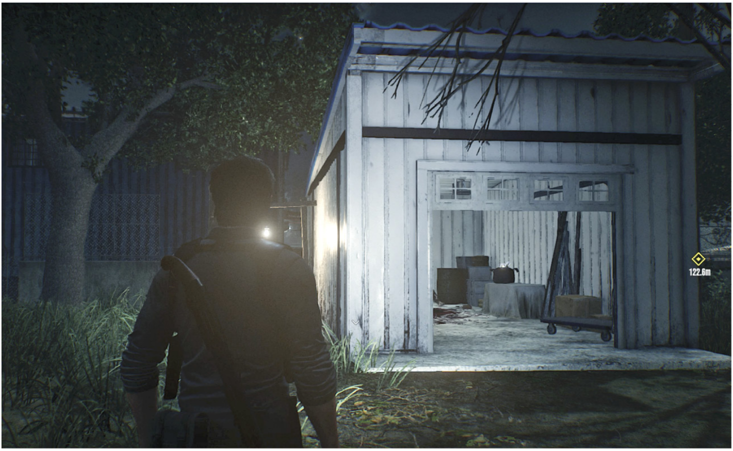


Travel Toward Union Auto Repair

Now open your map and put a waypoint on the other green circle that marks the location of Union Auto Repair ㉑. Work your way directly toward the shop, cutting through the backyard behind 322 Cedar.



En route you see an open garage ⑱ that appears to hold some items and a pair of corpses. When you enter, the door slams shut behind you and one of the corpses awakens. Kill it fast, loot the garage, and exit.

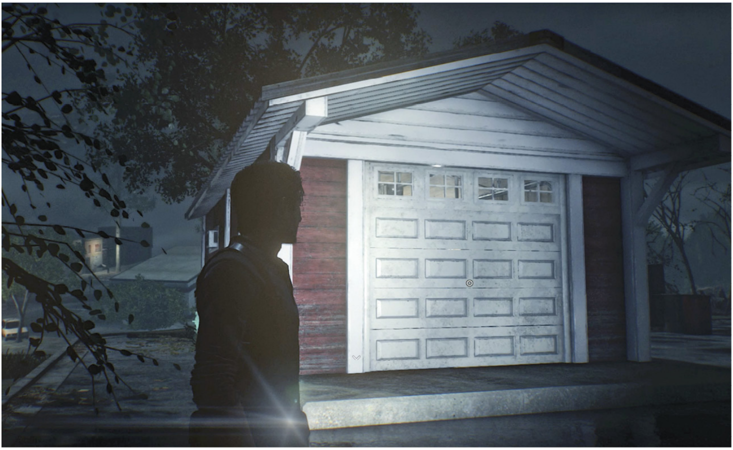


Continue around behind the garage and push through the tall grass and foliage along the back fence of the Tredwell Trucking yard. Up ahead, spot the tall tree ⑲ near the red house. Before you pick up any items, move around the tree and pump a headshot or two into the "dead" Lost sitting against the tree's trunk. (If you don't do this, it will awaken and attack.) Stay sharp, as other Lost may drop into the area too.

Continue along Tredwell's industrial fence line then work your way across residential yards until you can squeeze between the houses out onto the road at last.

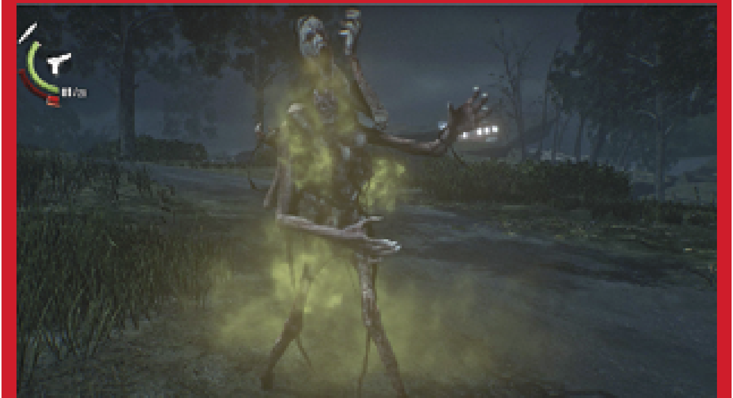
Optional: Repair The Sniper Rifle

Let's acquire a weapon that can prove useful going forward. Work your way down to the west end of Ridgeway Road then head north along the building toward the supply shed ⑳ behind it. This is the shed mentioned in the log you picked up (titled "Mobius Communicator Log: Replacement") along with the Broken Sniper Rifle from the fallen Mobius soldier on the rooftop. Stop at the corner of the main building before you cross the open lot to the shed. Several Lost and a towering, poisonous Lament are patrolling the area.



BEWARE THE LAMENT!

That tall staggering monster enshrouded in green mist near the supply shed is a **Lament**. Laments don't move fast, but don't ever let them get close—their Grab attack is instantly lethal! The **Lament**'s cry drains your Stamina and wakes up sleeping **enemies** in the area. From range, it spits noxious poison, so keep moving if spotted.



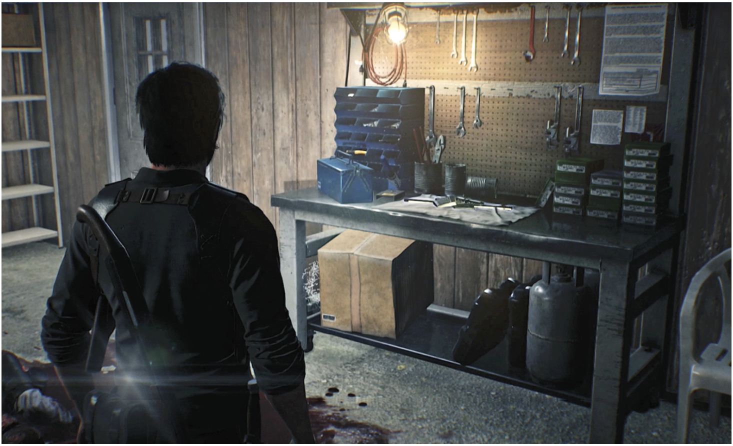
A single Sneak Kill won't take down a **Lament**, but a stealth attack followed by quick Shotgun headshots will do the job. Best of all, a Sniper Rifle headshot can drop a **Lament** with a single hit.

Duck behind the shed's west side and find the Locker Key statue. Sneak carefully around the corner to the side door and break the chain lock with a melee smash. Crouch and open the door, then creep in to make a Sneak Kill on the Lost banging wildly on the garage door.

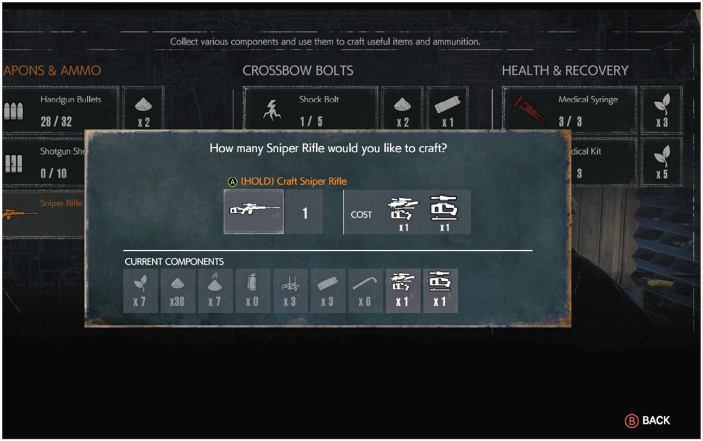
ALTERNATE LOCATION FOR COLLECTIBLE FILE ITEM: "MOBIUS COMMUNICATOR LOG: REPLACEMENT PARTS"

In our walkthrough, you found this Communicator on the fallen Mobius operative atop the roof just down the street from O'Neal's Safe House. But if you didn't pick it up there, you can find it on the fallen soldier in the supply shed. Once you pick it up from one site, it's no longer available at the other site.

Now you can loot the room in peace, including some Sniper Rifle Cartridges and the Sniper Rifle Parts sitting on the Workbench. Then use the Workbench, open the Crafting menu, select the Sniper Rifle under Weapons & Ammo, and hold the button indicated to craft your newly refurbished Sniper Rifle.



WEAPON: SNIPER RIFLE



Collect various components and use them to craft useful items and ammunition.

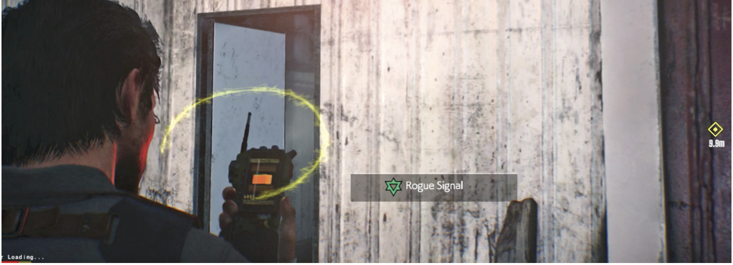
How many Sniper Rifle would you like to craft?

This long-range rifle lets you pick off dangerous foes from safe perches. Note that you must craft this weapon from two components: the Broken Sniper Rifle from the rooftop across from O'Neal's Safe House, and the Sniper Rifle Parts from the supply shed in northwest Union.

Head To The Auto Repair Shop

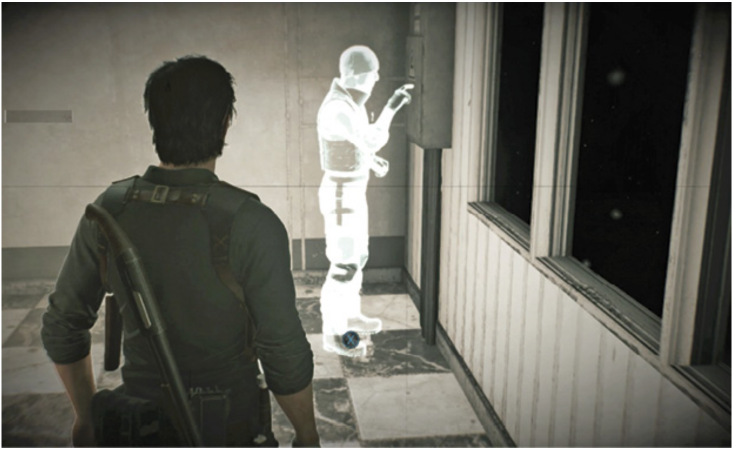
We suggest you step outside the shed and test what the new rifle can do by targeting the Lament in the lot. One good headshot can drop the tough monster. Then head back down the street to the Union Auto Repair Shop ㉑ and enter the street-facing door that leads into the garage.

AUTO
REPAIR
SHOP



INVESTIGATE UNION AUTO REPAIR

Head directly across the garage into the back office, turn right, and equip your Communicator when prompted. Tune in to see the Residual Memory of Ryan Turner, the Mobius security goon, manipulating the fuse box in the corner and mumbling about a supply cache. Then you see him calling his partner, James Hayes. He reports that he locked a number of those “things” in a room underneath the shop, and calls out the next destination in the side mission: The Visitor Center.



“Turner Loses Contact”

RESIDUAL MEMORY

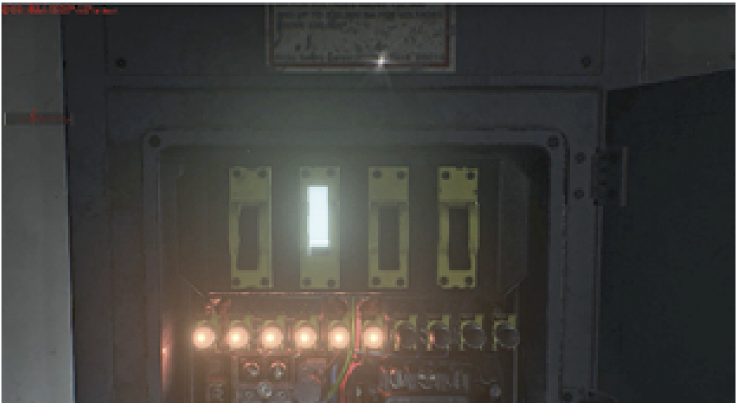
UNION
AUTO REPAIR
ALL REPAIRS
CASH
-IN ADVANCE-

Find this memory in the back office of the Union Auto Repair Shop.

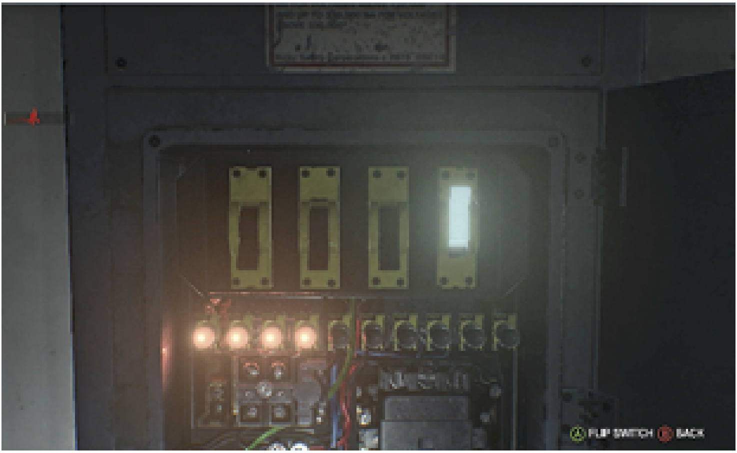
Restore Power To The Garage

Before we follow the trail to the Visitor Center, let's raid that supply cache. Open the fuse box to find four fuse switches. Flipping each switch lights up a set number of the bulbs below them. Your goal is to flip switches that combine to light up all ten bulbs: no more, no less.

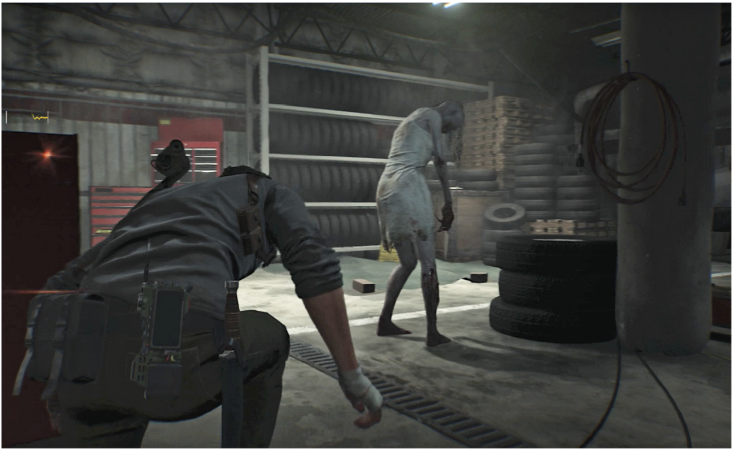
And because we're a cheat book, we won't tease you with annoying hints and simply tell you that the answer is to flip switch 2 (lights up six bulbs) and switch 4 (lights up four bulbs). Now the lights in the facility illuminate.



FLIP SWITCH
BACK



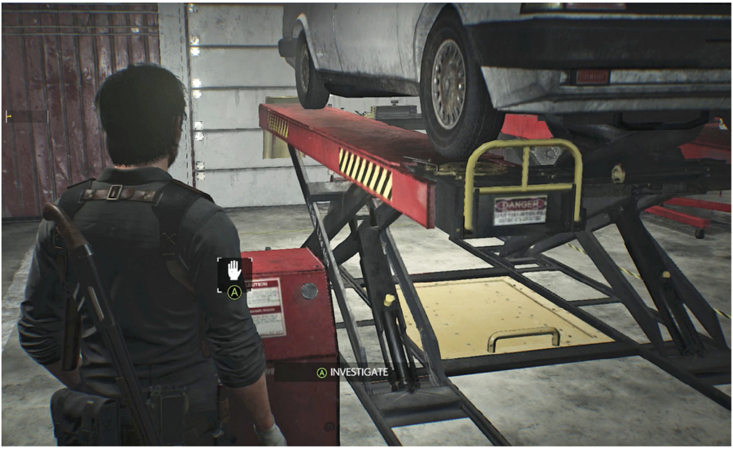
Don’t just run out into the garage, though. Crouch at the office doorway and peek around the jamb to see a door open in the near corner. Watch as a deadly, gurgling Hysteric emerges from a storage room. Make sure your Handgun or Shotgun clip is full then creep carefully behind her, using cover until you can execute a Sneak Kill. This won’t kill her, of course, so back away and nail her with a headshot or two to finish her off. (If you want to save ammo, you can run away and hide, then sneak back behind her for a second Sneak Kill, which drops her.) Loot the storeroom from which she emerged.



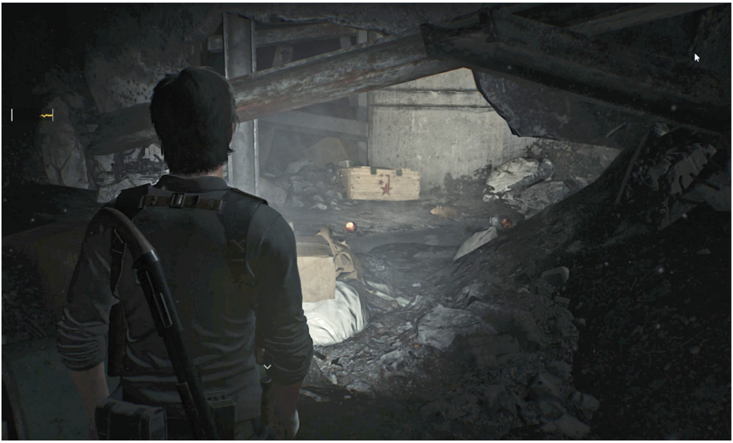
Access The Underground Cache

Use the control podium at the hydraulic lift closest to the office to hoist up the white car and reveal a trap door on the floor.

Open the trap door and drop into the basement.

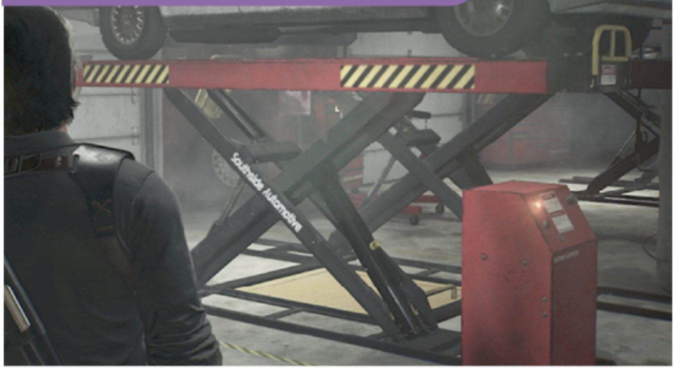


Follow the dark, garbage-strewn passage to the body sprawled on the ground and tune in another Residual Memory ㉒ : a fateful meeting between a Union citizen and a Mobius operative. Continue down the passage, crouching under the low beam and through the hole in the wall.



“Fatal Witness”

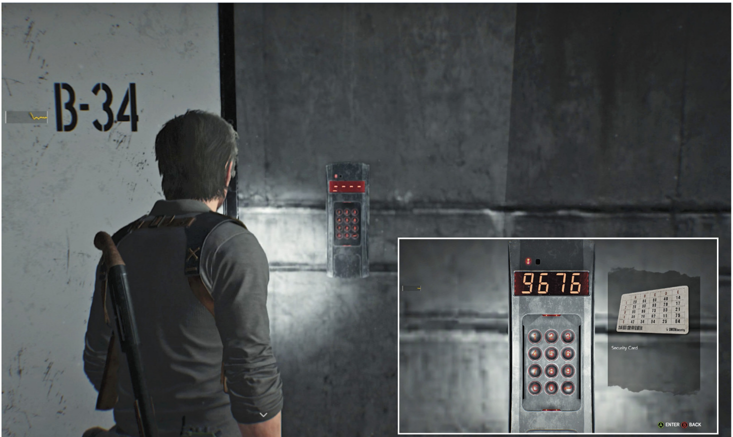
RESIDUAL MEMORY



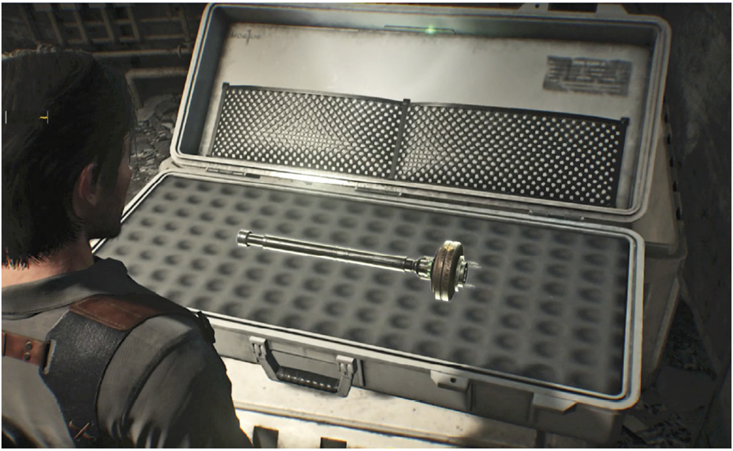
After you restore power at the fuse box in the Auto Repair Shop, raise the first lift and open the floor hatch underneath. Drop into the passage below and find the memory near the dead body a few meters down the tunnel.

Ahead you see another corpse, this one in a Mobius uniform. Beyond him is a chain-link fence with several snarling Lost on the other side. Investigate the fallen soldier to snag his Union Security Card (a new Key Item in your inventory), showing a grid of authentication codes used for access to locked Mobius locations. Watch out! One of the Lost emerges from a low passage just to your right. Take him out.

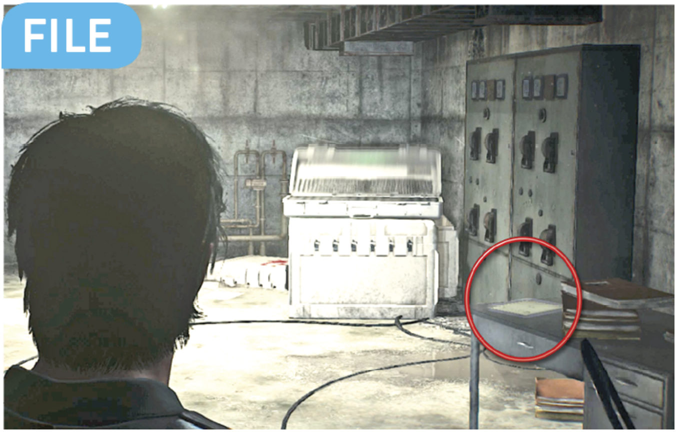
Now approach door B-34 and use the keypad next to it. On the newly acquired Security Card, note that in the B column, the code numbers listed in the rows for 3 and 4 (as in “B-34”) are “96” and “76.” Enter those numbers in order to unlock the door. Then enter and loot the room, including two valuable items: a Medical Kit and a box of High-Grade Weapon Parts.



Exit and go through the red door across the hall to loot that room too, including an Explosive Bolt tucked in a Mobius weapon crate and a very interesting report on the side desk. (It explains who Ted and Jon are in the “Fatal Witness” Residual Memory you just viewed.) Then climb the ladder in the corner of the room.



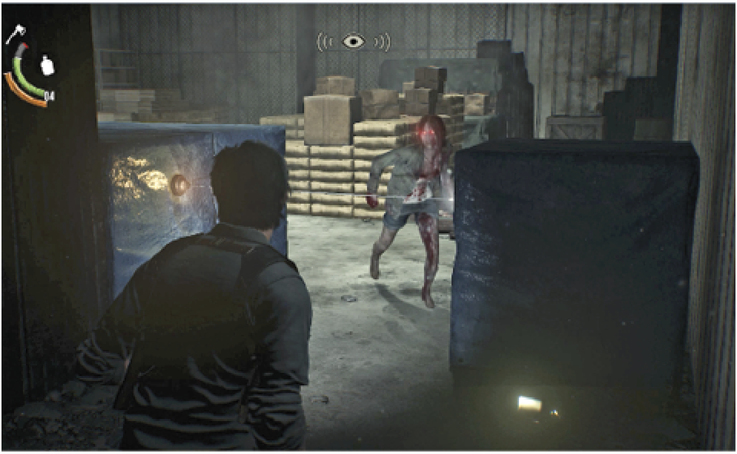
Report #00592: Disposal Request

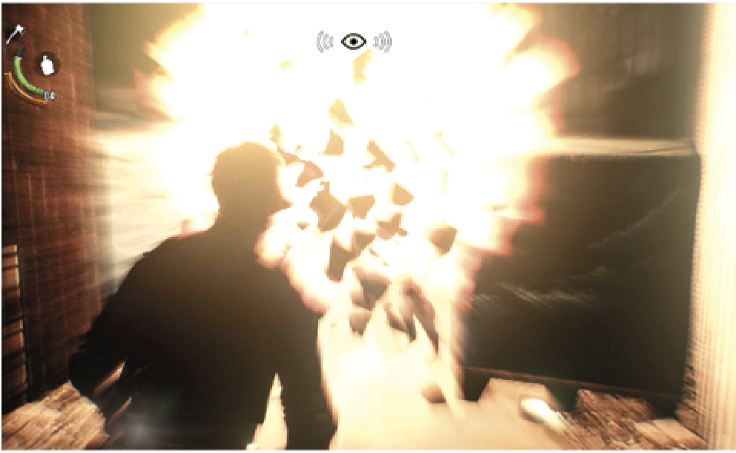


This report sits on a desk in a basement office beneath the Mitchel and Sons Construction building. To access the underground passage to the office, use the floor hatch found under the car lift in the Auto Repair Shop.

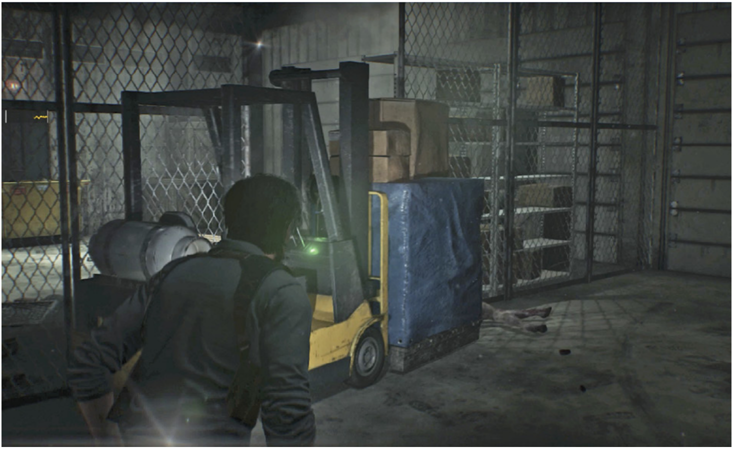
Escape The Construction Workshop

You emerge on the main floor of Mitchel and Sons Construction. Don’t move out across the floor yet! Spot the Explosive Bolt stuck on the crate to the left. Approach it slowly to spring the tripwire. Then move back a bit and wait until the Lost prowling around the room spots you (or toss a bottle to draw its attention). When it hits the tripwire, the explosion tears the poor fool to pieces.

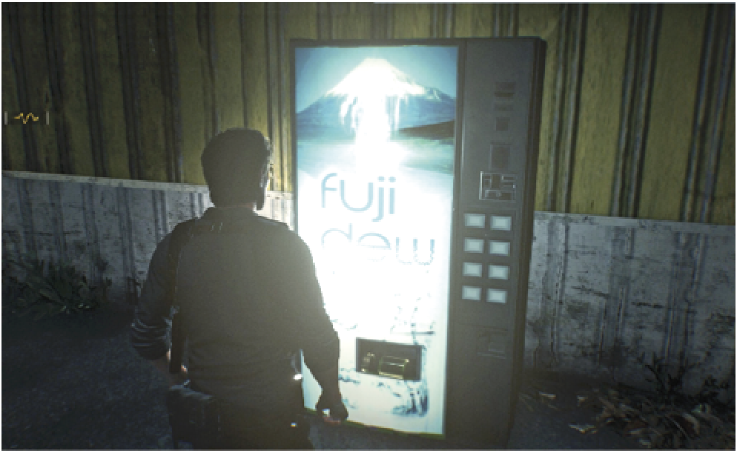




This wakes the sitting Lost just across the floor, so quickly load another Explosive Bolt in your Warden Crossbow and fire it into the same spot on the crate to set another tripwire. When it runs at you, watch it explode into twitching gobbets of meat. Grab the dropped Hand Axe and loot the room. Don’t miss the Explosive Bolt sitting on the utility shelf, and the Shotgun Shells on the fallen Mobius soldier. When you're done, operate the forklift to raise its load, then crawl underneath through the opening.

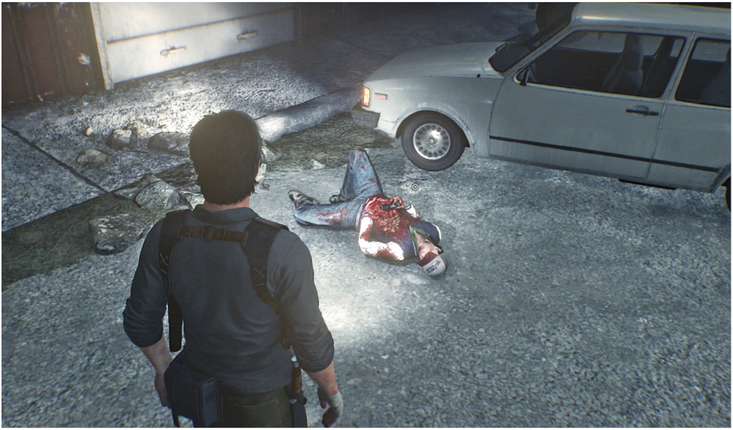


Loot both rooms beyond, smashing all the breakable crates and checking all the shelves and drawers. Then move the yellow dumpster (you can push or pull it) that's blocking the exit door. Open the door and step out into the yard. Turn left and hit the Fuji Dew soft drink machine three times to score a jar of Green Gel each time.



Acquire The Laser-Sighted Handgun

Climb into the lot on the north side of the Auto Repair Shop using one of the blue crates outside the perimeter fence. Find the corpse on the ground and pry the Laser-Sighted Handgun from his cold, dead hand. This awakens a Lost atop a nearby car who makes a leaping attack, pinning Sebastian to the ground. Use the control shown onscreen to toss it off, then kill it.



WEAPON: LASER-SIGHTED HANDGUN

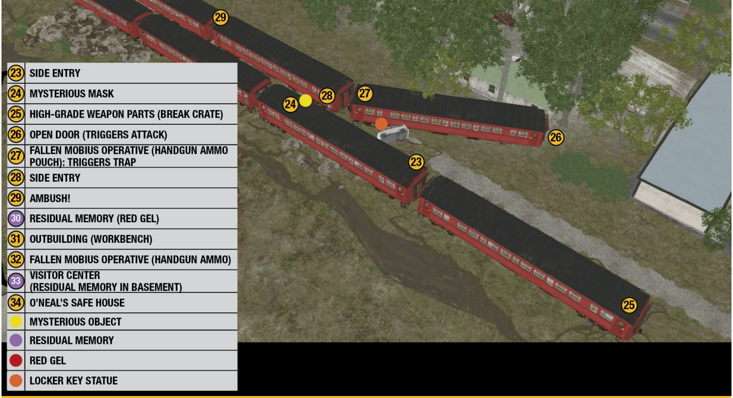
This handgun's reticle becomes a laser. Aiming the weapon zooms in your view further than the Semi-Automatic Handgun. Close-range damage is lower than that of the normal handgun, but the long-range damage inflicted is higher. It uses standard Handgun Bullets as ammunition.

Now you can follow the Rogue Signal side-mission objectives and head to the Union Visitor Center. But if you want another challenge first, head west toward the derailed train instead.

Short-Cut Option

Both "Rogue Signal" (the side mission) and "Resonances" (the main mission) end with a visit to O'Neal in his Safe House. So, here's a way to save a couple trips across Union: When you're done at the Auto Supply shop, note that it's not far from there to the main mission objective for "Resonances," marked on your map by the red circle. Go track that signal before you head south to the Visitor Center for the side mission. Then return to O'Neal to wrap up the side and main missions at the same time.

OVERVIEW


㉓ SIDE ENTRY
㉔ MYSTERIOUS MASK
㉕ HIGH-GRADE WEAPON PARTS (BREAK CRATE)
㉖ OPEN DOOR (TRIGGERS ATTACK)
㉗ FALLEN MOBIUS OPERATIVE (HANDGUN AMMO POUCH): TRIGGERS TRAP
㉘ SIDE ENTRY
㉙ AMBUSH!
㉚ RESIDUAL MEMORY (RED GEL)
㉛ OUTBUILDING (WORKBENCH)
㉜ FALLEN MOBIUS OPERATIVE (HANDGUN AMMO)
㉝ VISITOR CENTER (RESIDUAL MEMORY IN BASEMENT)
㉞ O'NEAL'S SAFE HOUSE
● MYSTERIOUS OBJECT
● RESIDUAL MEMORY
● RED GEL
● LOCKER KEY STATUE
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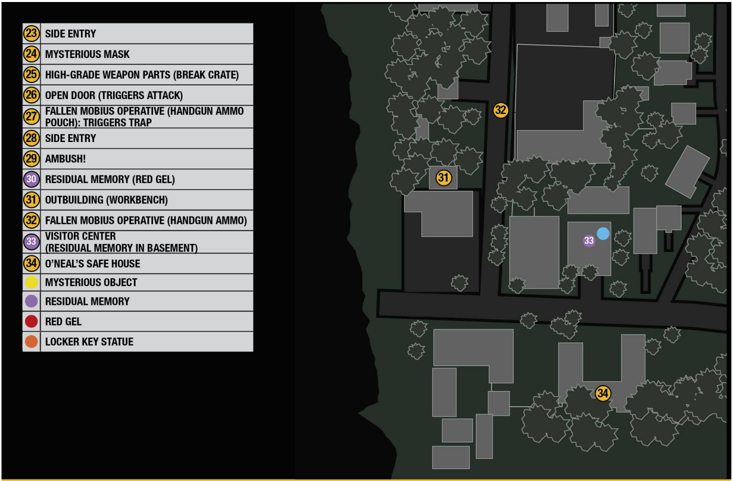
Derailed Train


㉓ SIDE ENTRY
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㉞ O'NEAL'S SAFE HOUSE
● MYSTERIOUS OBJECT
● RESIDUAL MEMORY
● RED GEL
● LOCKER KEY STATUE
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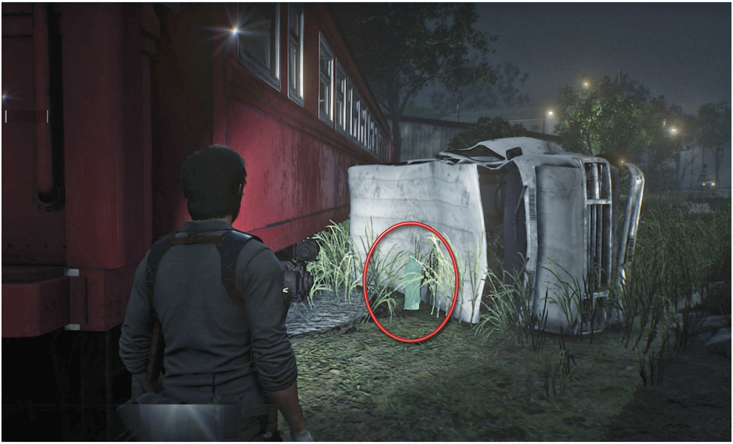
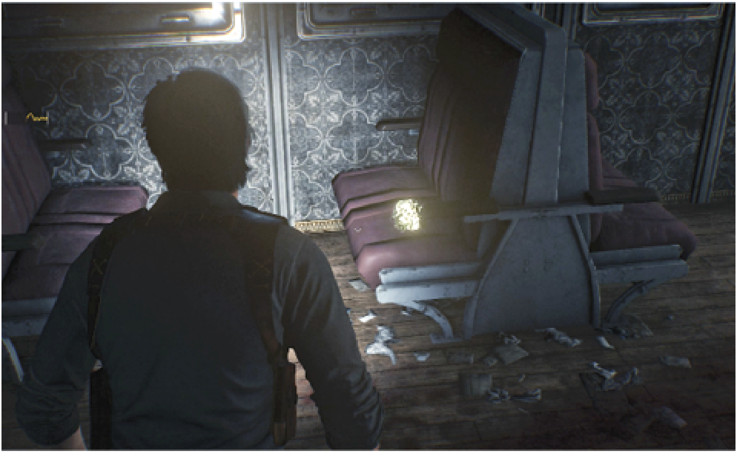
Union Residential District: South

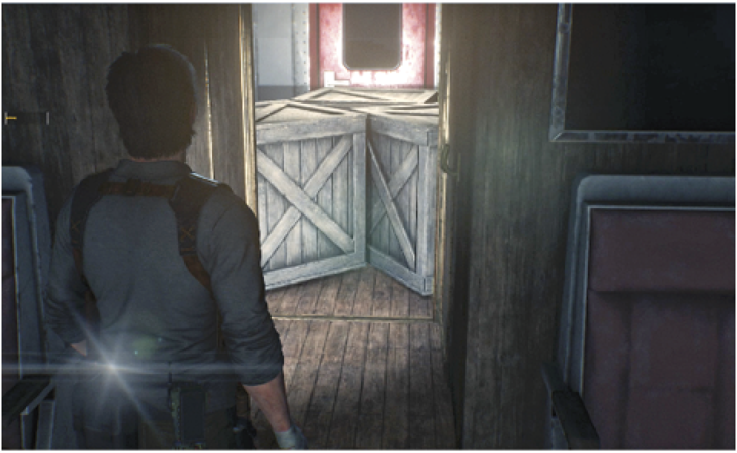
Optional: Explore The Derailed Train

The derailed train is actually two separate strands of cars, with crates blocking passage between some of the cars. Here's a systematic way to work quickly through the train:



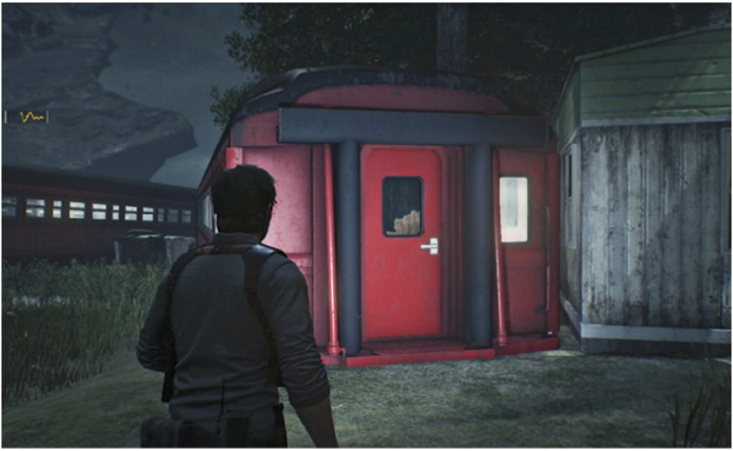
First, make sure you've got your Handgun or Shotgun equipped with a full clip. From the yard between Mitchel and Sons Construction and the Auto Repair Shop, head straight to the train, turn right, and go around the back end of the first train. Proceed between the two trains until you reach the overturned van and find the Locker Key statue (circled). Break it, grab the key, and continue to the next open door on the right ㉓.



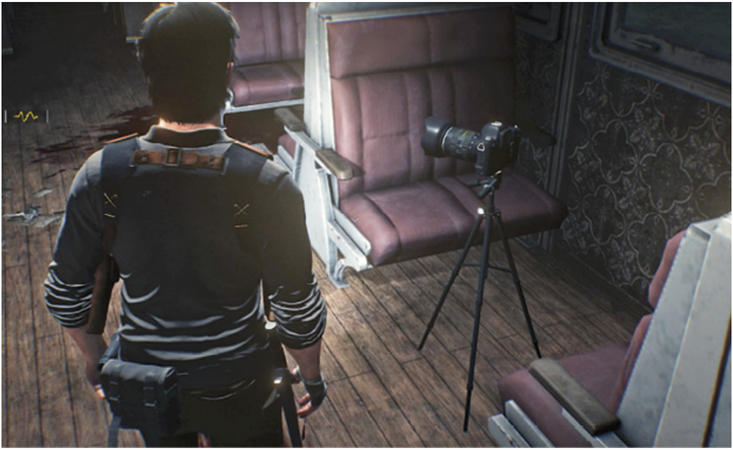


Enter the car, turn right, and find the Mysterious Mask ㉔ sitting on the last seat on the right. Go back through the car and continue into the next car. As you approach the end of the aisle, watch the strange floating corpse fly off the overhead luggage rack. Then go smash the breakable crates ㉕ to find items including a valuable box of High-Grade Weapon Parts. Return to the open door ㉓ and exit the train.

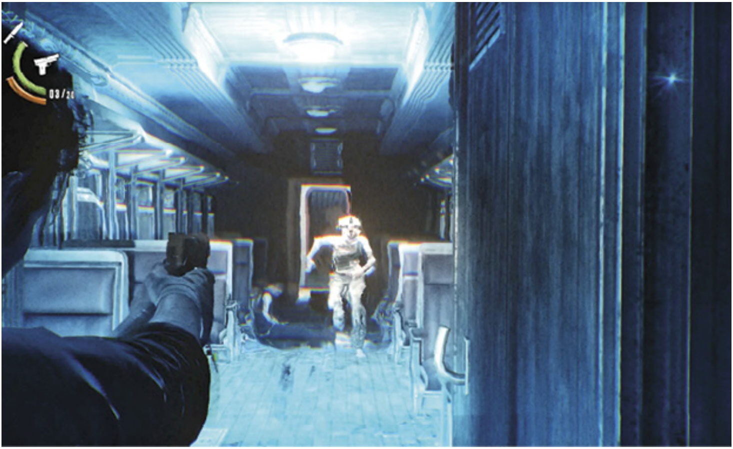
Turn right and approach the closed door on the angled car at the front end of the other train ㉖. Try to open the door to trigger a cinematic: the outside handle breaks off, Sebastian reaches through the broken glass… and suddenly a vicious Lost attacks! Once you regain control, fire off quick headshots to kill the attacker.



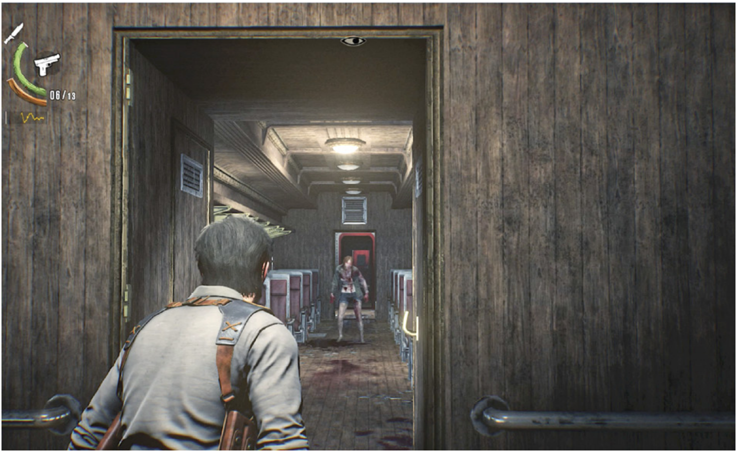
Move through the angled car, noting the camera oddly placed on a tripod halfway down the aisle. Who would put a camera there? (Take a wild guess.) Continue to the car's end ㉗ to find a fallen Mobius operative with a valuable Handgun Ammo Pouch that increases the amount of Handgun Ammo you can carry.

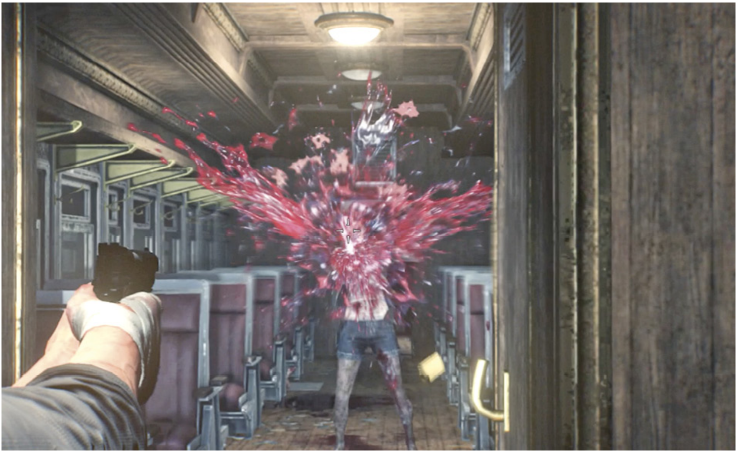


When you turn around and head back, you trip some sort of line stretched across the aisle. (This cannot be avoided.) It triggers a weird time warp as a Lost charges down the aisle at you in slow-motion. Nail it with a pair of headshots. Then exit the angled car via the door you entered.

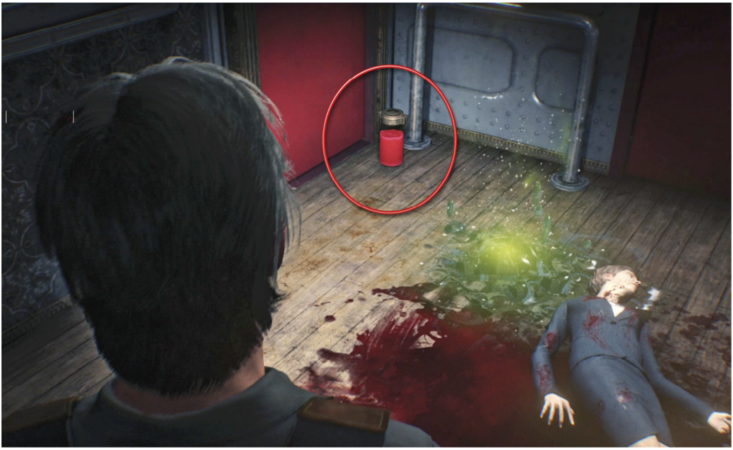


Move along the train past the wrecked, overturned van then enter the next car on the right ㉘, climbing over the dead body in the open doorway. Move down the aisle; up ahead, you can see a single Lost in the next car. Shooting it will trigger an ambush, as several other Lost will awaken and attack. Thus, your best bet is to stop in the narrow passage between cars ㉙ before you fire the first shot; this forces the attackers to funnel through single file, making it easier to take them out and to avoid getting swarmed.

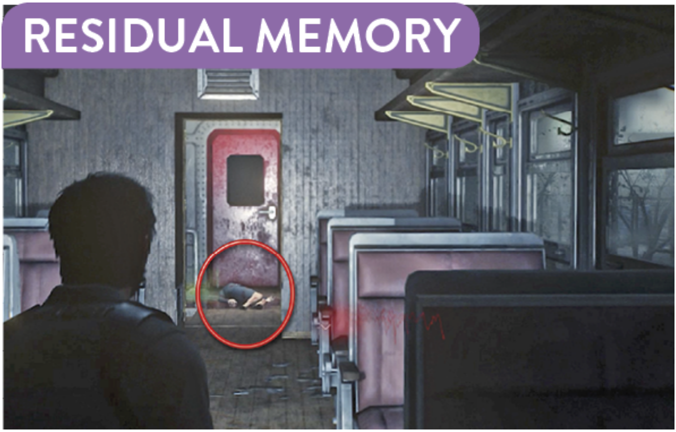




Continue through the cars to the end of the train ㉚, where you see a deceased woman on the floor and a jar of rare Red Gel (circled in our shot) nearby. Grab the gel then equip your Communicator and tune in to hear the Residual Memory of the poor woman trying to escape Union's apocalypse.



“Train to Nowhere”

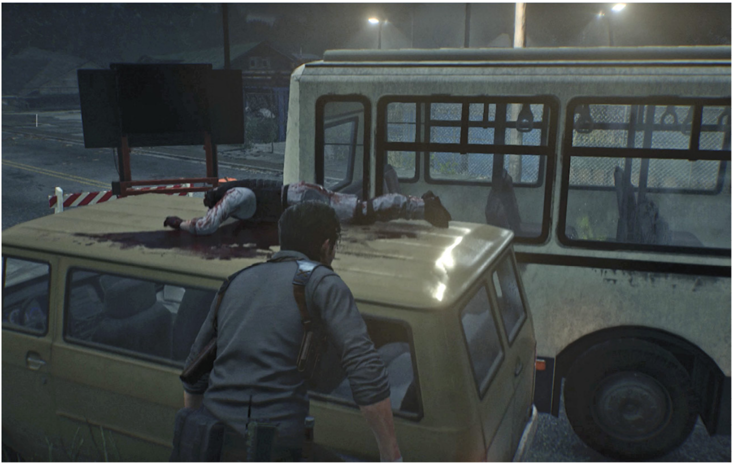


Find this citizen’s memory at the end of the last car on the town-side train.

INVESTIGATE THE VISITOR CENTER

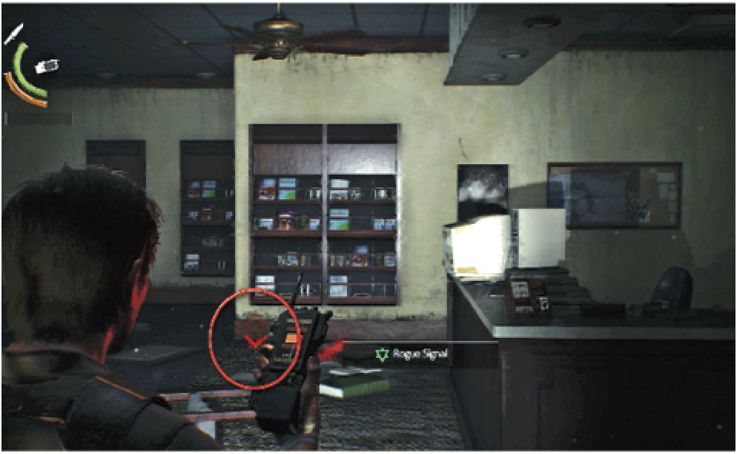
Optional: Find Bullets And A Workbench

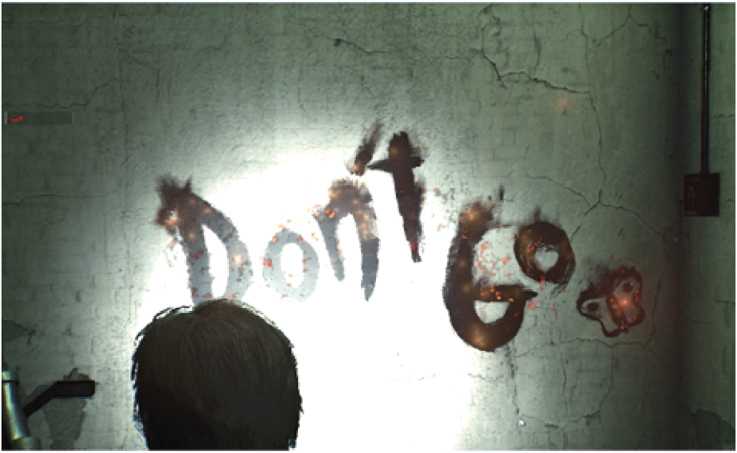
Exit the train and set a waypoint on the Union Visitor Center. En route you can explore an outbuilding ㉛ behind Krimson's Supermarket where you find a fallen Mobius operative with six Handgun Bullets, plus some other Component items and a Workbench. Exit the building and find more bullets nearby, on a fallen Mobius operative lying atop a yellow van next to a city bus ㉜ .



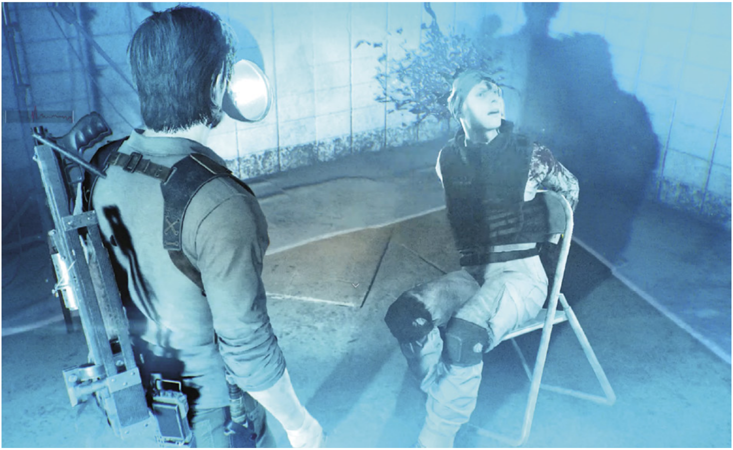
Explore The Visitor Center Basement

Now continue on to the Union Visitor Center ㉝ . Enter the building and equip your Communicator to see that its arrow indicator (circled in our shot) suggests that the Resonance you seek is below you. Cross the room and notice that the previously locked door in the back slowly swings open. Go through the doorway to see an eerie message appear on the wall.

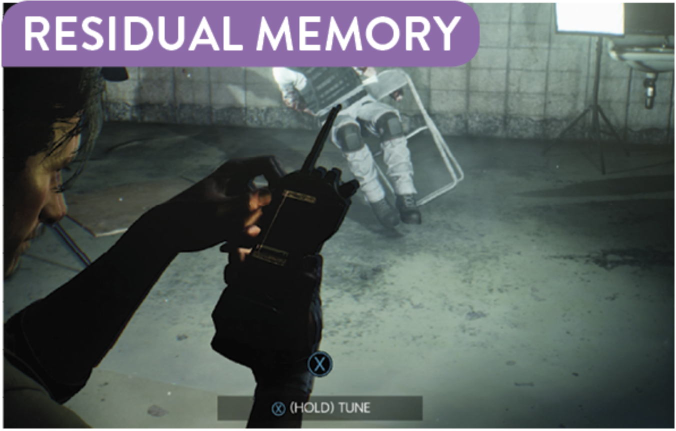




Descend the stairs and approach the door. Note the nameplate for "Ryan Turner" next to the door; it's the same as the ones you saw back in the creepy hotel labeled William Baker and Damien Karr. Not a good sign (literally) for Turner. Enter to find yet another "frozen in time" death shot; Sebastian recognizes the work. Equip your Communicator and find the tuning spot to trigger the Residual Memory featuring Turner and the knife-wielding stranger you've seen before.



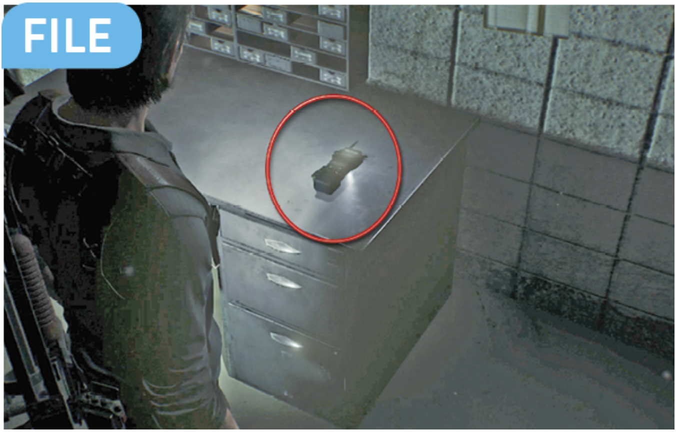
"Turner Meets His Gruesome End"



Find the memory of this grim meeting between Ryan Turner and the stranger in the basement of the Union Visitor Center. (You must view all previous “Rogue Signal” memories before this one is available.)

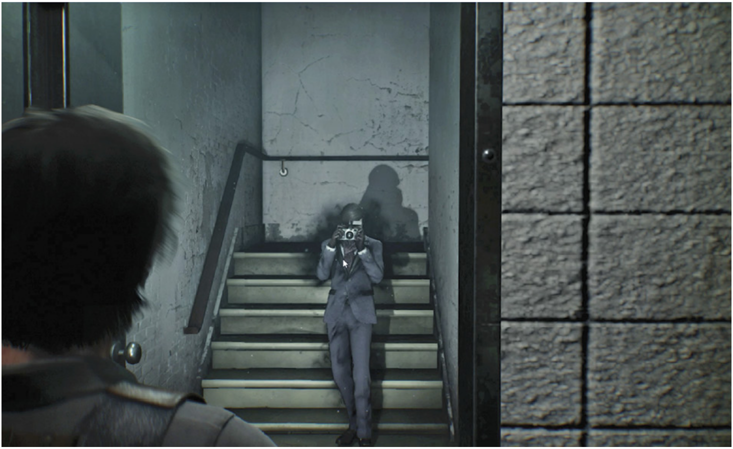
Afterwards, scour the room to acquire another collectible File: Turner’s Communicator Log. (This is only available after you’ve viewed the Residual Memory.) Once you acquire this handy item, the locations of all fallen Mobius operatives in the current map area appear as search icons on your Communicator map. (Turner rigged his device to pick up their Unity Chip signals.) These Security Team members always carry useful supplies that you can loot from their sad corpses.

Turner’s Communicator Log



This item sits on a desk in the basement of the Union Visitor Center. Note: You must first view the Residual Memory in the basement before you can acquire the log.

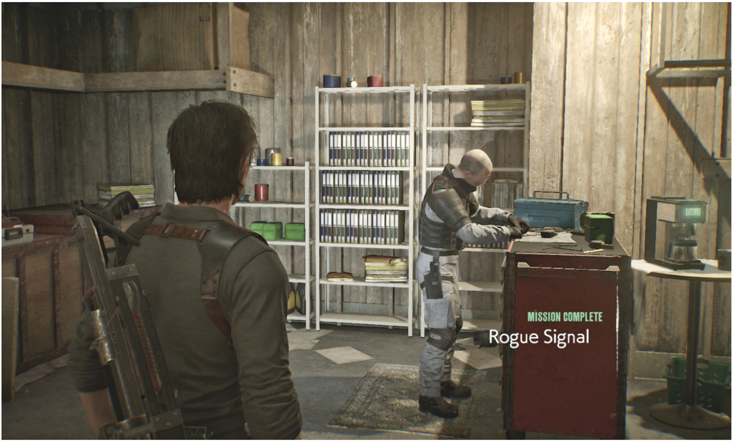
Now exit the basement. When you open the basement door, the stranger is waiting there to snap a photo! When the flash dissipates, Sebastian finds himself back in a corridor of the hotel where he entered this STEM.



Follow the hall to what looks like a photography workroom. A giant photo of Turner being killed can be examined here, as well as the floating Guardian heads. Examining the latter causes some sleeping Lost to get up and attack. Find the empty wooden bookshelf in the corner and move it to reveal a passage into another hall. Go open the doors under the Exit sign to emerge from the Visitor Center. As Sebastian says: “That was weird, even for this place.”

REPORT BACK TO O'NEAL

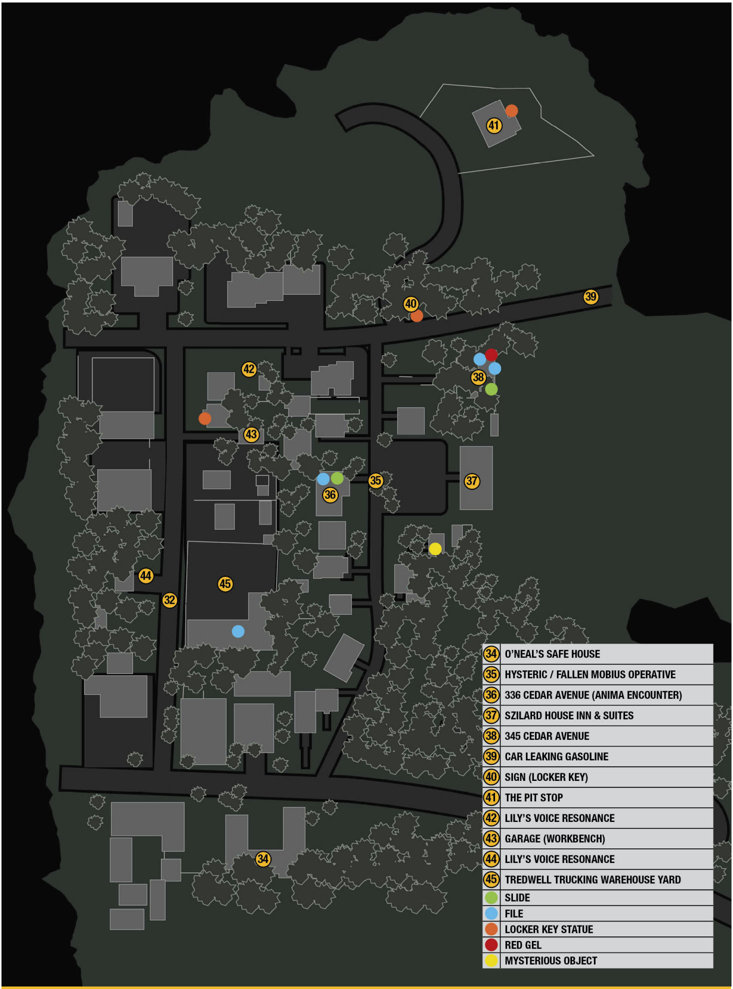
Head across the street to O'Neal's Safe House ㉞ . Inside, approach O'Neal and talk to him to wrap up "Rogue Signal," the side mission.



Upgrade and Save!

Completing "Rogue Signal" is a good time to use the Workbench to craft items and upgrade weapons; use the Mirror to teleport to Sebastian's Room and access the upgrade chair to boost your skills; and then teleport back to O'Neal's Safe House and use the Save Terminal to save your game.

RETURN TO CHAPTER 3 MAIN MISSION OVERVIEW

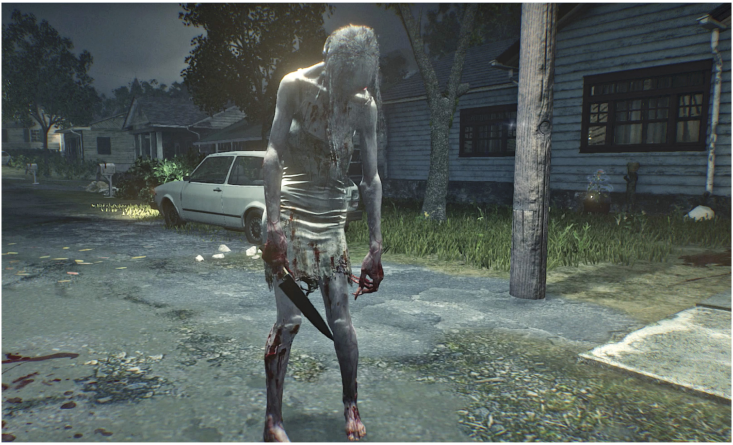


Union: Resonances

USE YOUR COMMUNICATOR TO TRACK DOWN THE SOURCE OF THE GIRL'S VOICE

Optional: Kill The Hysteric

Now you're going to start working your way carefully up Cedar Avenue toward the reddish circle on your map. Up ahead, another Hysteric ㉟ stands gurgling in the road, facing you. She seems to be standing guard over a fallen Mobius operative.

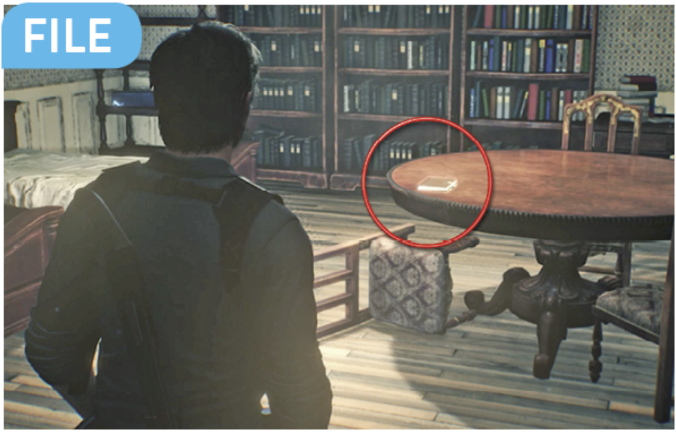


Sneak down the right side of the road through the high grasses of the yard in front of Szilard House Inn, then creep around behind the Hysteric to unleash a Sneak Kill attack… which doesn't actually kill her, so back up quickly and nail her with shotgun blasts to the head. (If you want to take her out stealthily, remember that it takes two Sneak Kill attacks to terminate her.) Collect the Green Gel , and snag the Handgun Ammo Pouch from the fallen Mobius operative.

Optional: Explore 336 Cedar Avenue

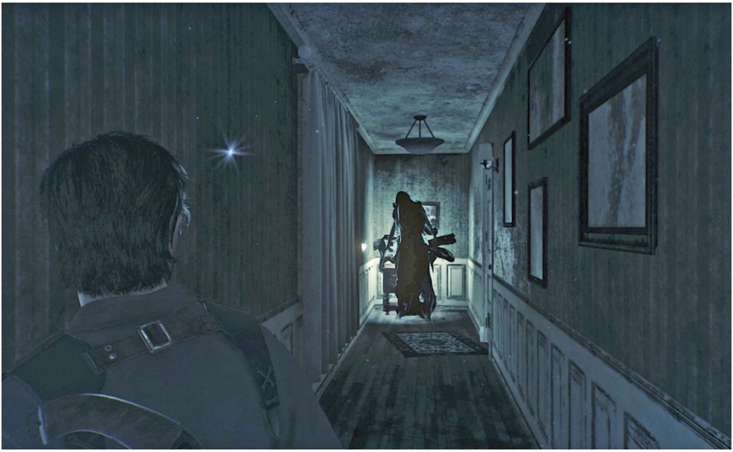
Now get ready for some truly frightening weirdness. Approach the nearby house ㊱ , down the bloody sidewalk where the Hysteric was posted. This is 336 Cedar. Enter to find a fairly normal, orderly living room. Grab the Syringe from the bathroom cabinet then head down the hall. Enter the bedroom and pick up the Woman's Journal on the table.

Woman’s Journal



This item sits on a table in the basement of the Union Visitor Center.

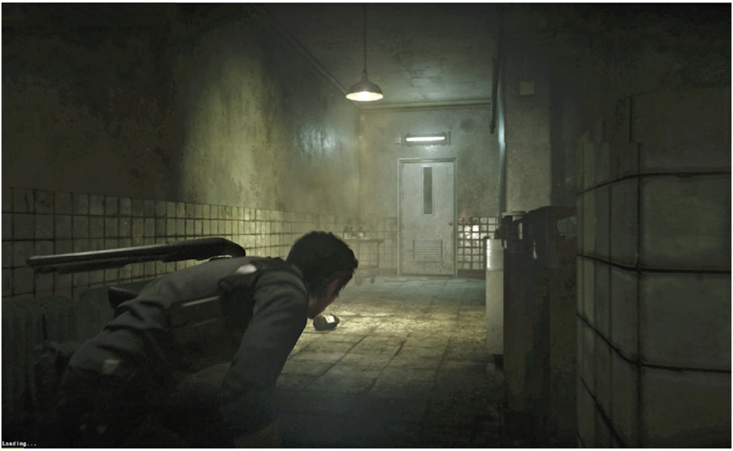
This pick-up triggers an event. Suddenly the chairs start rattling and the room grows frigid cold! Step back out into the hallway then return to the living room to see furniture fly. Behind you, a ghostly woman in flowing robes appears at the end of the corridor. This is the Anima, and she will stalk Sebastian relentlessly.



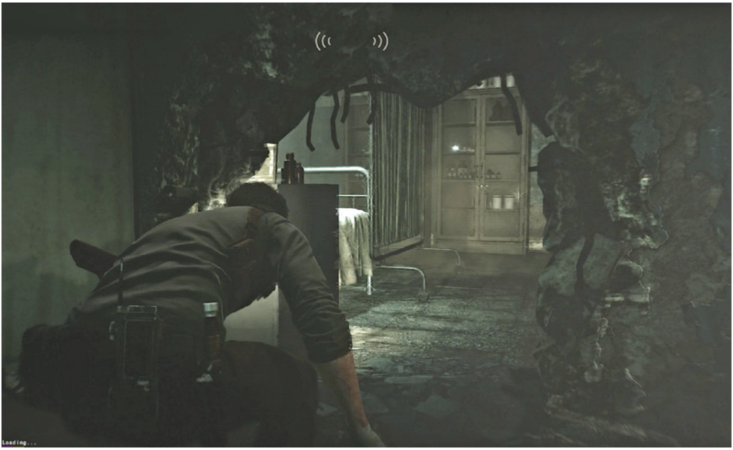
THE INVINCIBLE ANIMA

Don't try to fight the **Anima**. You cannot defeat her; no attack or weapon in your arsenal can harm her. And don't let her grab you! The **Anima**'s embrace is instant death. All you can do is evade her until you can escape.

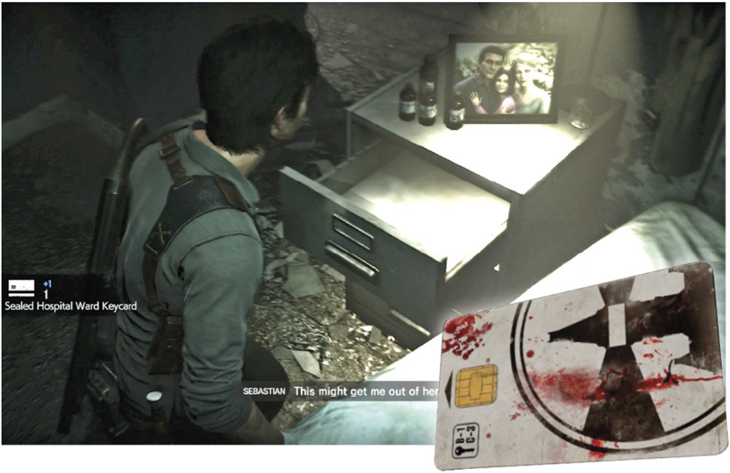
The specter makes a sudden lunge, knocking Sebastian to the floor. Sebastian hustles past her and dives into the bedroom… but it's been transformed into a psychiatric ward! The ghost makes another rush and Sebastian ducks behind a pillar in a large room and says: "It's coming for me. I gotta get out of here." Unfortunately, this is a sealed hospital ward. The only door that leads out is down the corridor to Sebastian's left (see our shot), and it's locked. You need a keycard to open it and escape.



The humming Anima will track you slowly as you move through the ward; if she catches you, Sebastian is toast—her Grab attack kills instantly. When you regain control, spin around and exit via the door in the corner. Turn hard right to see a hospital gurney next to another door. Kick open that door and veer left around the first curtain divider to find a hole knocked in the wall. Crouch and hustle through the hole into the next room.

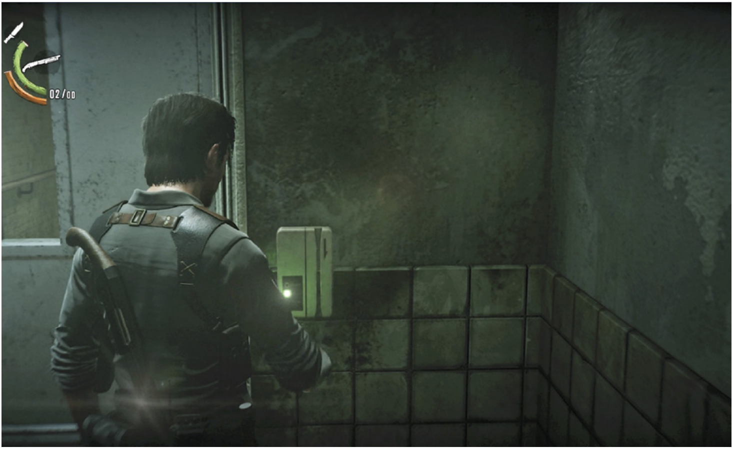


Just beyond the hole, turn left and open the nightstand drawer next to the bed. (Note the Castellanos family photo sitting on the nightstand!) Grab the Sealed Hospital Ward Keycard. If the Anima is near the hole (and she probably is) exit via the door across the room.



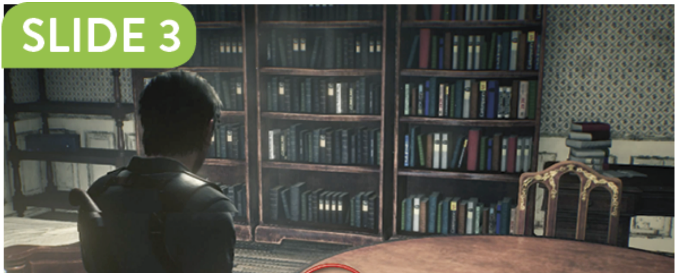
SEBASTIAN This might get me out of her

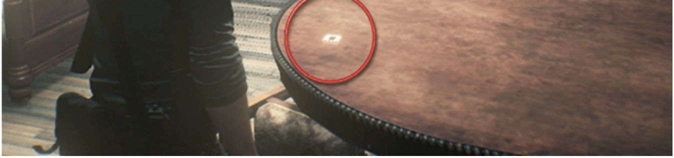
Turn left and sprint to get through the next door directly ahead, which leads back into the big central room. Turn left again, sprint to the keycard door, operate the card reader to unlock the door, then open it and run. This triggers a quick cinematic: Sebastian is staggered by a cascade of disturbing flashback images.



You automatically exit from the ward into the bedroom of 336 Cedar again. A new photographic slide sits on the round table in the same spot where the Woman's Journal sat before. Grab the slide and exit the house.

News Article of House Fire





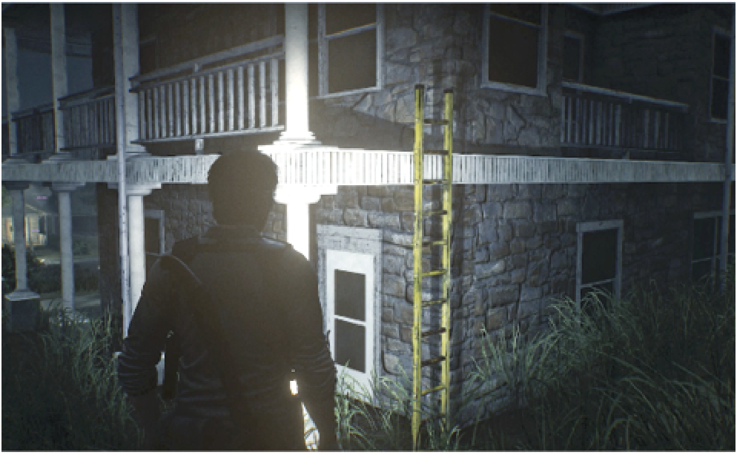
Grab the slide sitting on the table in 336 Cedar. It appears only after you find the Sealed Hospital Ward Keycard then use it to escape the Beacon vision.

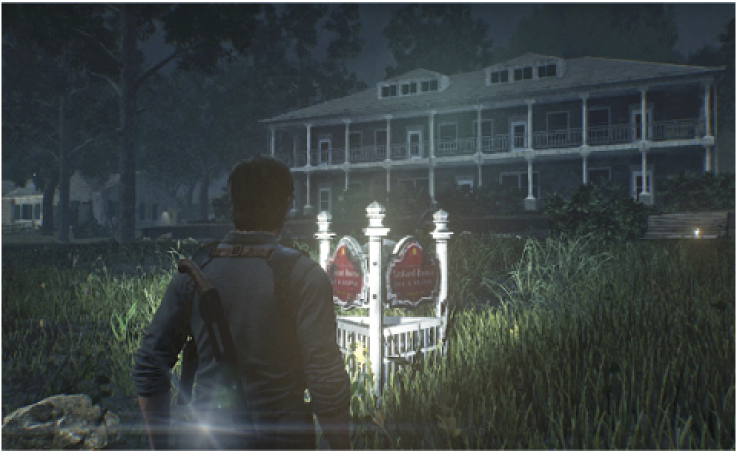
SEBASTIAN'S STALKER

The Anima really has a thing for Sebastian. She reappears randomly in parts of Union over the next several chapters. It's easy to tell when the Anima is nearby—everything turns bluish and ice-cold, and you can hear her off-key humming of Debussy's *Clair De Lune*. When this happens, start sprinting until you exit the cold zone. Whatever you do, don't let her catch you.

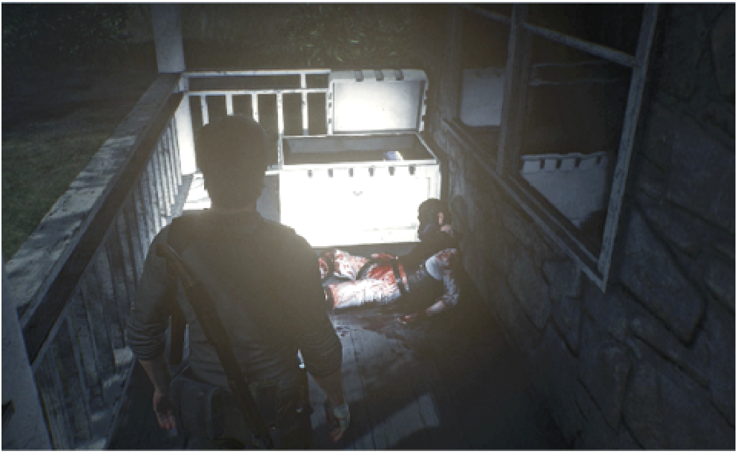
Optional: Check Out Szilard House Inn

Some useful items can be found across the street at the Szilard House Inn & Suites (37). Go around the right side of the inn to find a ladder and climb up to the second-floor balcony. Make sure your shotgun or handgun has a fully loaded clip, then proceed around the corner.

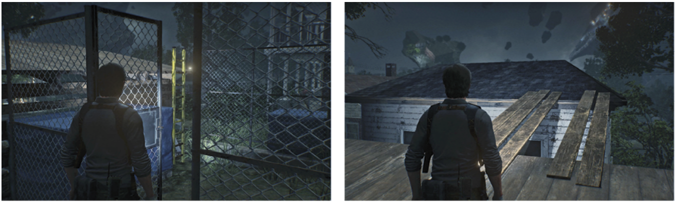




You find a time-warp tripwire stretched across the balcony just past the second door. Step into it to trigger a slow-motion Hysteric attack. Terminate her with headshots as she approaches then continue around the corner to find a fallen Mobius soldier next to a cache of good stuff, including a nice Shotgun Ammo Pouch.



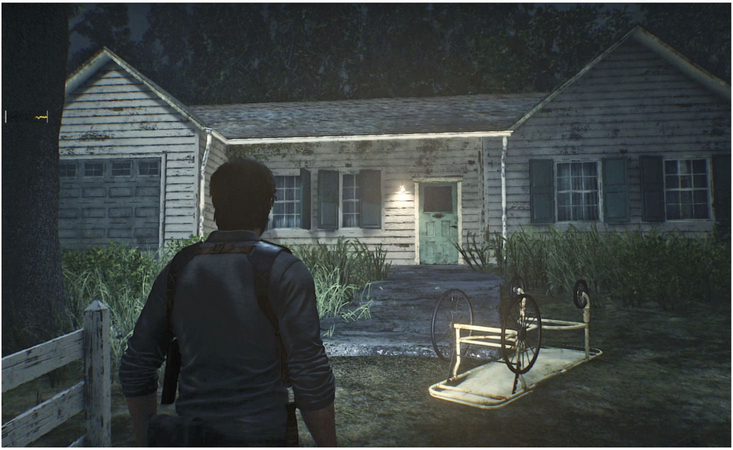
Mysterious Weapon Replica



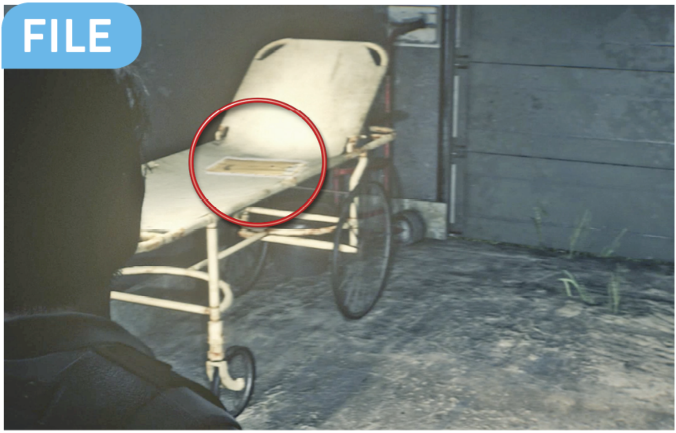
Find the woodshed just south of the Szilard House Inn ㊲ and climb the ladder in the chain-link enclosure behind the shed. Walk across the boards to the rooftop of the house next door. The Mysterious Weapon Replica is on the front corner of the roof.

Optional: Visit 345 Cedar Avenue

Continue along Cedar Avenue. Just past Szilard House, you pick up a Resonance pulse that tracks to 345 Cedar Avenue, the house ㊳ up the long sidewalk to the right. Equip your Communicator to lock on and hear a snippet of conversation between Sebastian and a police psychiatrist. Approach the house to see a hospital gurney lying upside down near the front door. Enter the house, veer to the hallway just right of the TV, then head left down the corridor to the garage. Pick up the manila envelope sitting on the gurney next to the car.

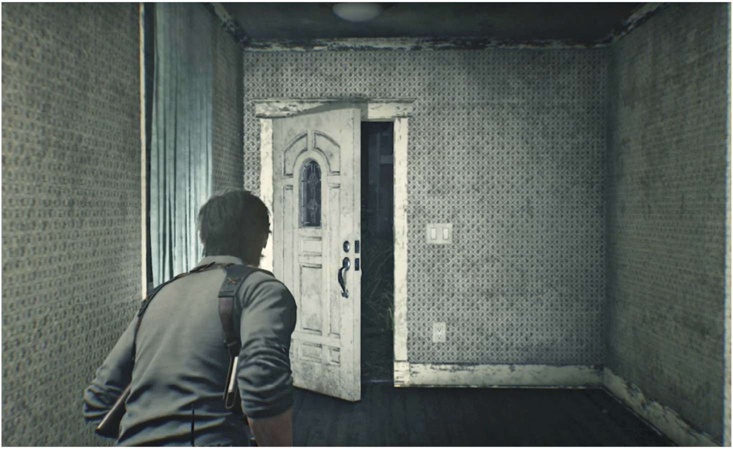


KCPD Request for Psychological Evaluation

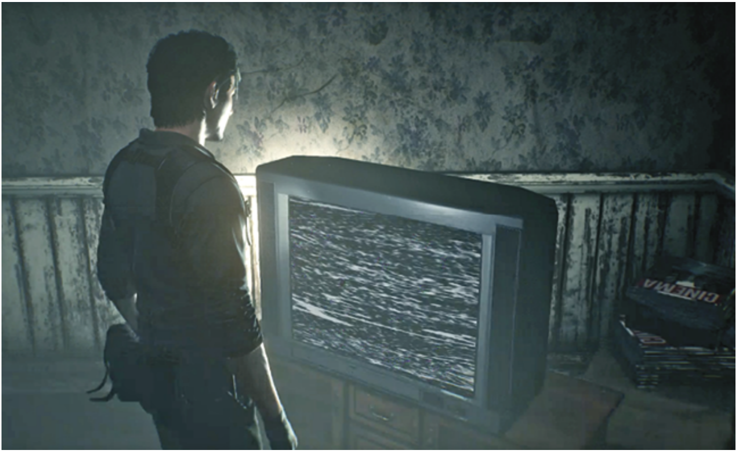


Find this letter in a manila envelope sitting on a gurney in the garage at 345 Cedar Avenue.

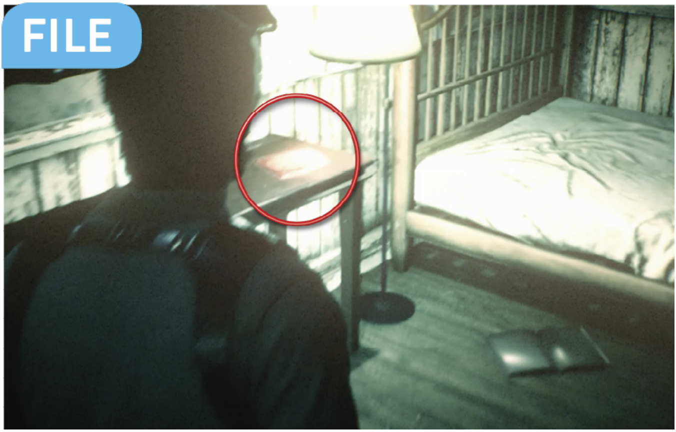
As you return down the corridor, notice that the door at the far end that leads outside slowly closes. If you try to open it, you find it locked! In fact, *all* of the doors leading outside are now locked; you can't escape 345 Cedar until the entire hallucinatory sequence plays out.



Return to the living room to find the lights out and the TV crackling with static. Investigate the TV to trigger a vision and hear Sebastian's interview with the police psychiatrist. Turn right, enter the short hall, and turn right into the bedroom to see a brief vision of a figure hunching over the side table. Then pick up a report now sitting on that table. When you exit the report screen, the bedroom morphs briefly into a Beacon hospital room.

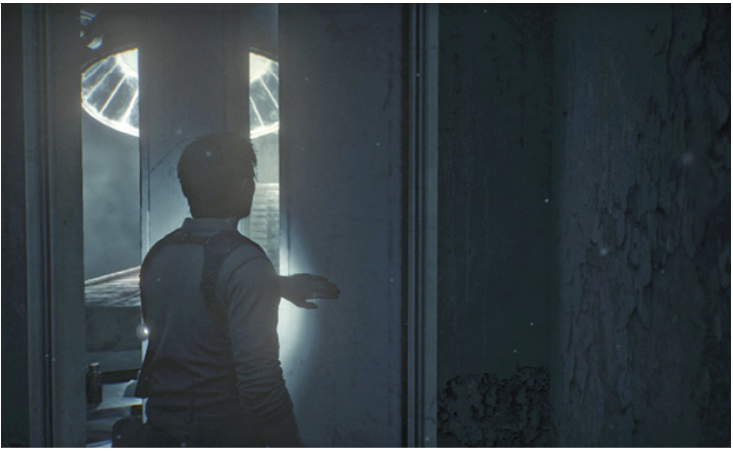


Torn Psychological Evaluation Report (Top)

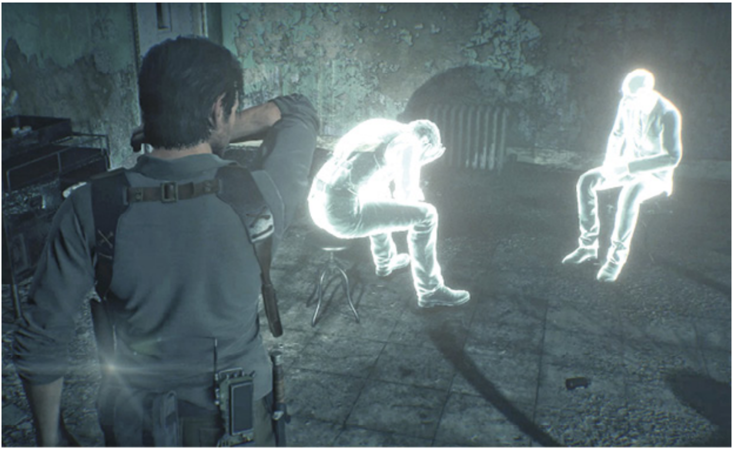


Find this torn report on a side table in the bedroom at 345 Cedar Avenue. (Note: This appears only after you find the letter in the garage then investigate the TV in the living room.)

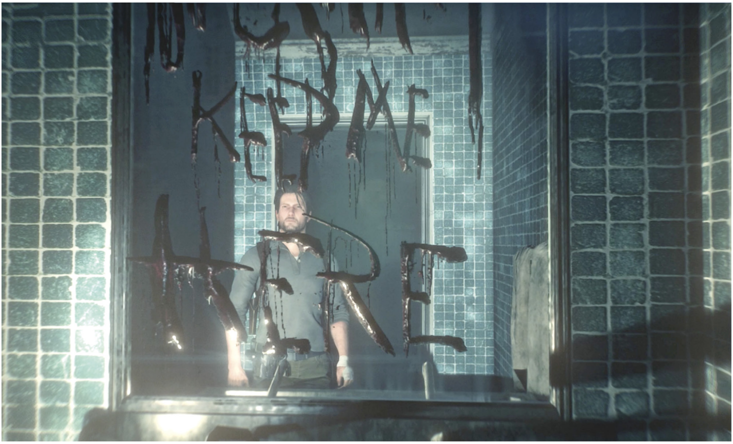
From this point on, Sebastian's perception repeatedly flips back and forth between the regular Cedar house and the Beacon hospital environment. Exit the bedroom and look down the long corridor that leads back to the garage to catch a vision of a figure going through the door at the far end. Follow him to find the door now locked, but with a Beacon image flashing on the other side.



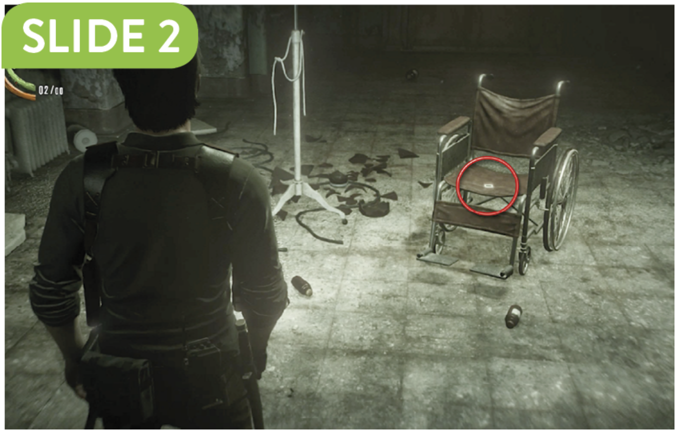
Return to the living room and veer to the left of the plaid chair into the kitchen to catch a glimpse of the shadowy figure at the sink. Approach the sink, which flickers back and forth in time, and turn off the water faucet. Approach the table in the living room to trigger a vision of an overturned gurney. Turn left to see a ghostly image of Sebastian with the psychiatrist.



Now the bathroom door mysteriously opens. Approach to find a message scrawled in blood on the mirror: YOU CANNOT KEEP ME HERE. Investigate it to trigger another flashback to Beacon. Turn and head down the long Beacon corridor until you reach the wheelchair. When you pick up the slide sitting on it, Sebastian suffers a flood of flashback images.



“Where It All Began”



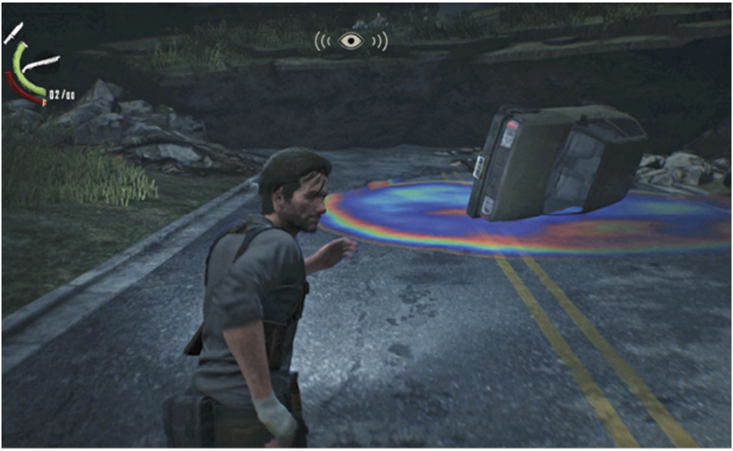
Grab this slide of Beacon Mental Hospital sitting on the wheelchair during the hallucination after Sebastian’s bathroom vision in 345 Cedar Avenue.

Continue down the long corridor and approach the figure sitting in the chair. After the shock vision, Sebastian wakes up back in 345 Cedar. Kidman calls him on the Communicator. After the conversation, pick up the jar of Red Gel and take the Harpoon Bolt impaling the poor victim on the floor under the “Don’t Forget” message on the wall. Exit the house.

NEVER FORGET

Burn Up Lost Below The Pit Stop

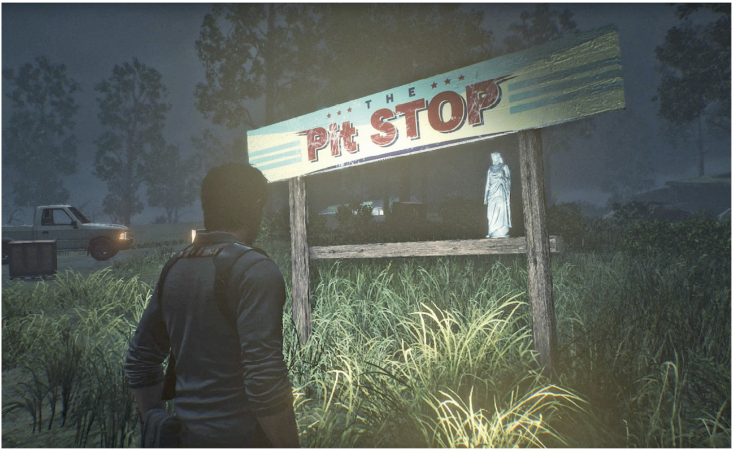
Turn right and approach Ridgeway Road to see half a dozen Lost awaken to roam the hillside between you and The Pit Stop, which sits at the top of the hill. You can try to sneak past them; creep up for Sneak Kills; or use up a bunch of bullets killing them one at a time.



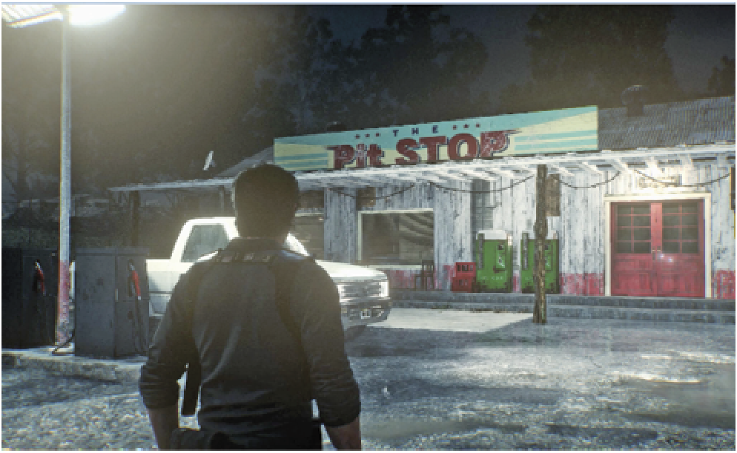
But try this tactic first: as Lost start rising on the road, equip your handgun and run right past them, luring them into pursuit! Sprint up Ridgeway Road to the overturned car leaking gasoline where the road ends ㊴ . Run around to the far side of the rainbow-colored spill, wait for your pursuers to move into the puddle, and then shoot at the gas until it ignites.

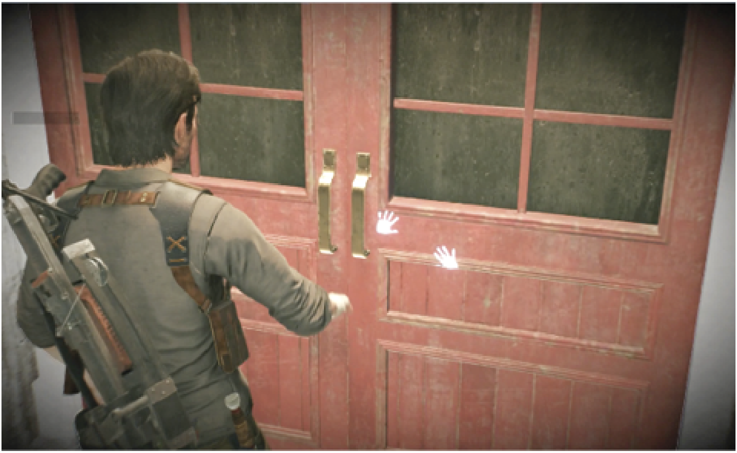
Track The Signals At The Pit Stop

Before you head up the hill, follow the road back to The Pit Stop road sign (40) and spot the Locker Key statue sitting on its strut. Go around behind the sign to break the statue and grab the Locker Key. Then head uphill to The Pit Stop (41) . (You might also want to use your Sniper Rifle to pick off the Lament staggering around the hillside.)

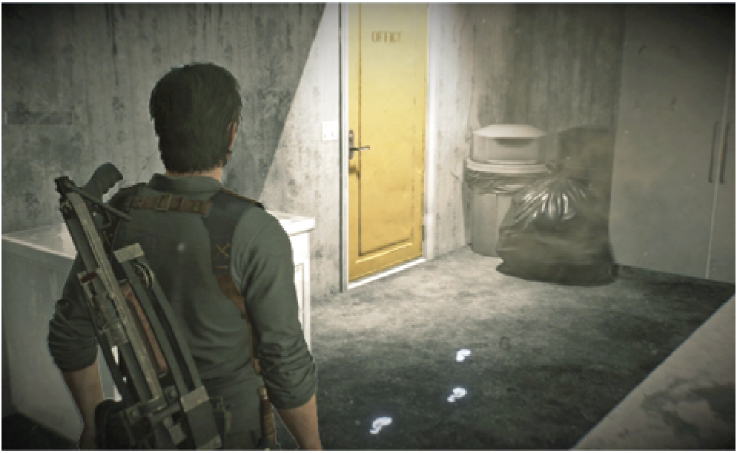


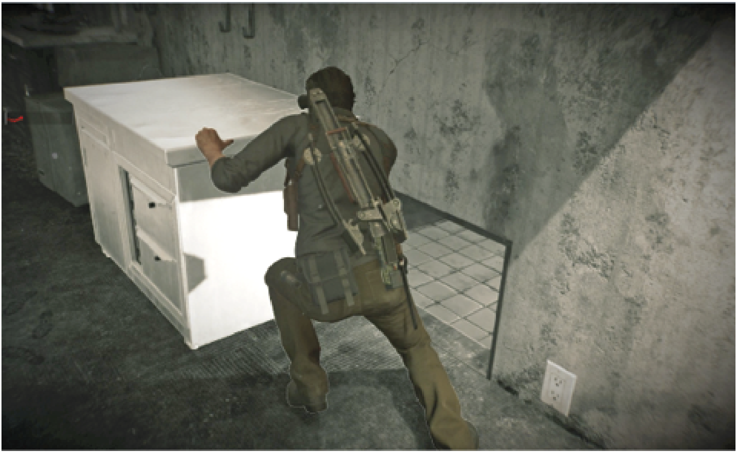
Approach the front of the building, equip your Communicator, and tune in on the resonance to trigger a quick vision of Lily running to the entrance. Afterwards, you see small white hand prints on the entry door.





Open the door and follow the white footprints behind the counter to the Office door. Try to open the door—it's jammed shut—then turn left and push the white counter along the wall to reveal a low opening. Crawl through the opening into the office.

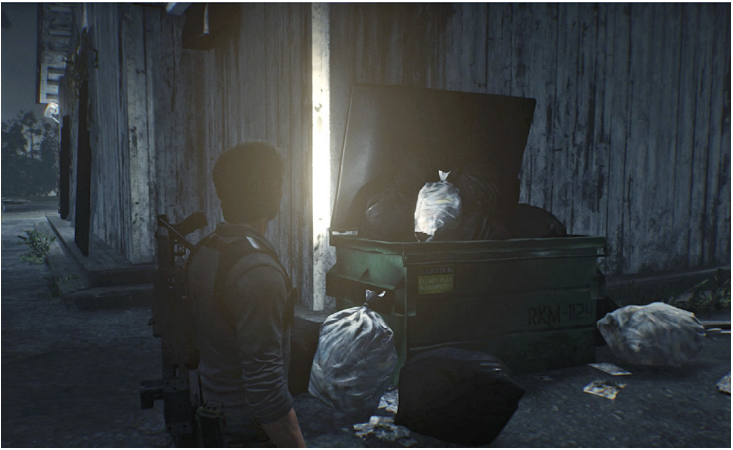




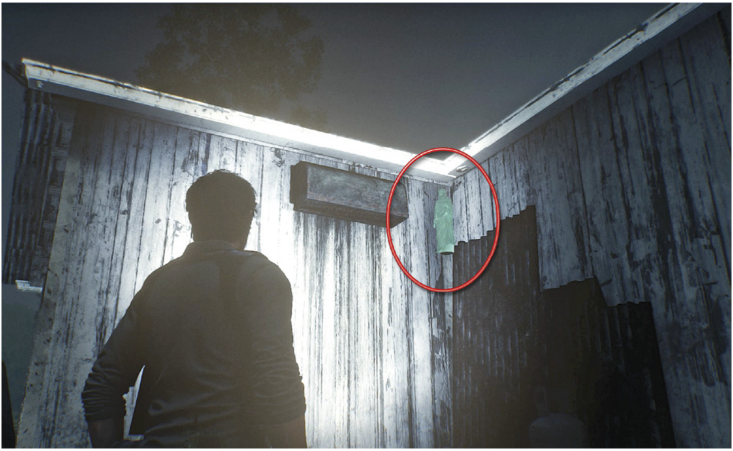
Pick up the Lily Doll on the floor to trigger a vision: Sebastian sees through Lily's eyes as she flees from a pursuer. The vision ends as Lily looks up at a high window that leads out back.

SEARCH FOR CLUES BEHIND THE RESTAURANT

Exit the restaurant and go around behind the building. Investigate the dumpster at the corner to trigger another quick memory flash through Lily's eyes. Your Communicator automatically maps a new search area labeled "Lily's Voice" 191 meters away.



Note that a Locker Key statue is just around the corner in the back, too. It sits up high (circled in our shot), so you'll have to shoot it to break it. But the key itself drops to the ground for easy pickup.

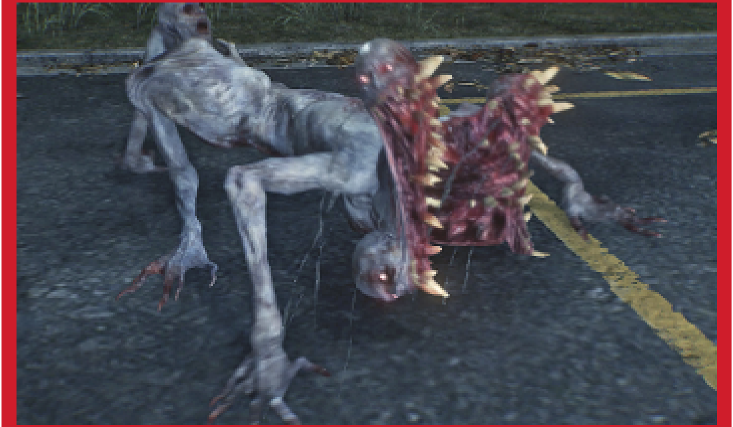


FOLLOW THE NEW RESONANCE OF LILY'S VOICE

Fight Off The Spawn!

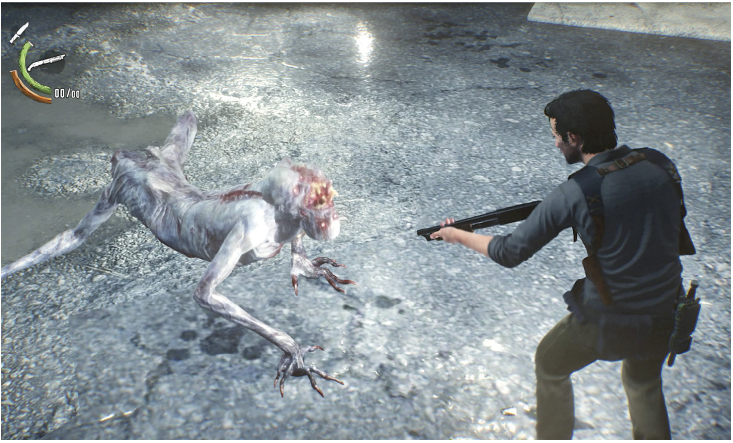
Set a waypoint in the orange circle ㊷ and make sure your weapons have full bullet clips before you set off across the parking lot. Crossing the lot triggers a quick cinematic: something monstrous stalks Sebastian through the tall grass. When control returns, two hissing Spawn crawl on all fours toward the lot.

SPAWN: ARE FOUR HEADS BETTER THAN ONE?



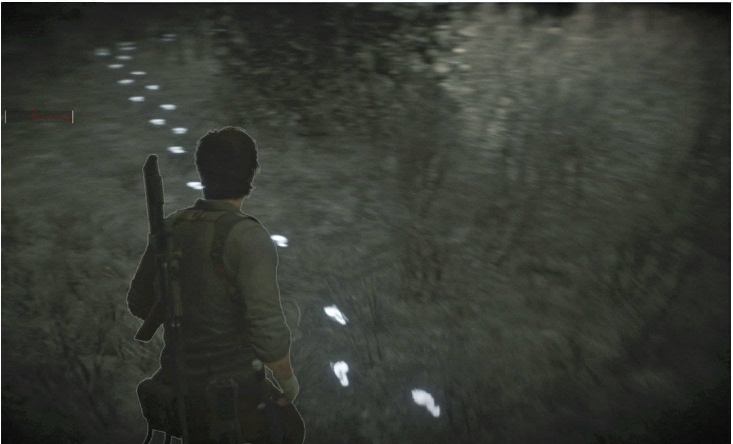
The low-slung Spawn has three heads on one end that form fearsome jaws filled with razor-sharp teeth. It has a single head on its opposite end too, allowing it to see where it's going when it flips and crawls "backwards." Target the jaws to stun the monster.

Wait to shoot each one until it approaches with open jaws, then fire directly into the mouth to stun it. Watch out as its back end crawls toward you; when it gets close, the beast's three-headed mouth flips forward again to bite. Keep circling away from it, and keep blasting its foul jaws until it finally drops.

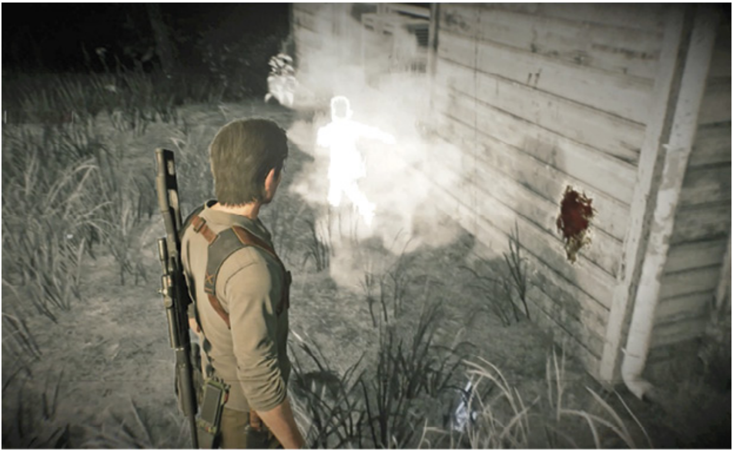


Follow The Resonances

After the fight, follow the waypoint marker down the hill to the waypoint you set in the alley ㊷. (You can enter the light blue storage hut there for some pickup items and a quick fright.) Equip your Communicator and tune in for a brief glimpse of Lily's Resonance. Investigate the glowing white column that appears to see Lily's footprints.

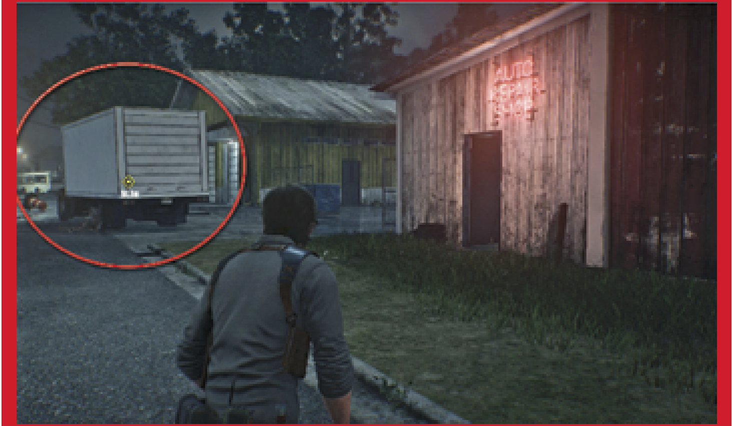


Follow their curving route through the foliage to the blood spot on the outer wall and examine it to see Lily's image run off again. Follow the running girl until it disappears and another "Lily's Voice" Resonance Point automatically appears on your map ㊹ .



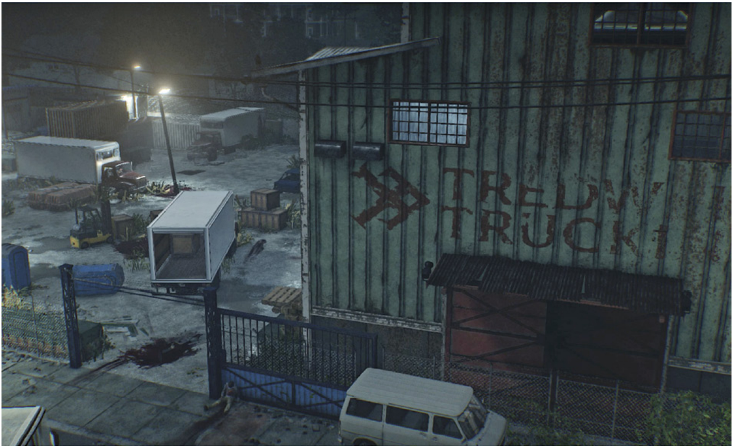
Put a waypoint on it and follow the waypoint marker again to that spot. On the way, be sure to explore the garage ㊸ with a Workbench and lots of Component pickup items; if you're low on bullets/shells, craft some new ones. You can also find another Locker Key statue on the front porch of the nearest house (see our map).

THE ROCKING TRUCK



A delivery truck parked in front of the Auto Repair Shop keeps rocking side to side. Its “cargo” is five angry **Lost**. Don’t open the back unless you have a Hand Axe, plenty of ammo, and a desire to accumulate Green Gel. Inside the truck you’ll find a Medical Kit and a stash of Shotgun Shells in a box.

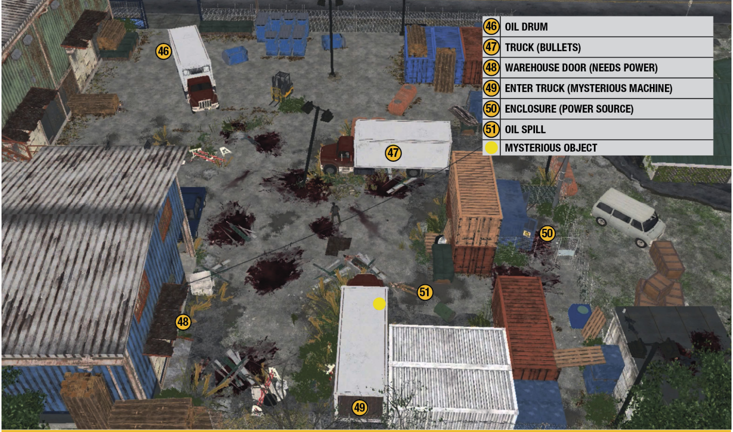
When you reach the waypoint location ㊹ , tune in the Resonance Point to spot Lily’s ghost image running off. Follow her to investigate another column of white light that spawns another set of white footprints. Track them to the GSN 4x4 vehicle and investigate; when Lily’s image reappears, follow her until she disappears. Sebastian notes that she ran into the Tredwell Trucking warehouse across the street: “lots of places to hide.”



Bus Sniper

The Tredwell Trucking yard is crawling with hostility, so it’s nice if you can thin out the herd before you go in. If you’ve already fixed the weapon at the supply shed in northwest Union, climb atop the bus ㉜ across the street from the warehouse yard entrance and pick off as many monsters as possible.

OVERVIEW

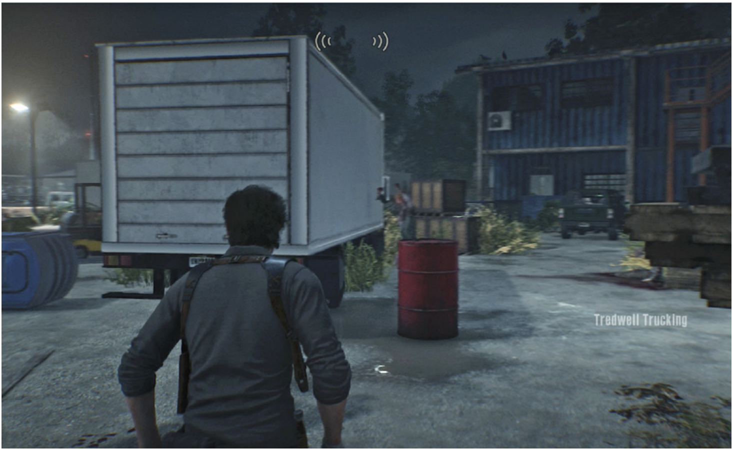

㊻ OIL DRUM
㊼ TRUCK (BULLETS)
㊽ WAREHOUSE DOOR (NEEDS POWER)
㊾ ENTER TRUCK (MYSTERIOUS MACHINE)
㊿ ENCLOSURE (POWER SOURCE)
(51) OIL SPILL
● MYSTERIOUS OBJECT
㊻
㊼
㊽
㊾
㊿
(51)

Tredwell Trucking: Yard

SEARCH INSIDE THE WAREHOUSE

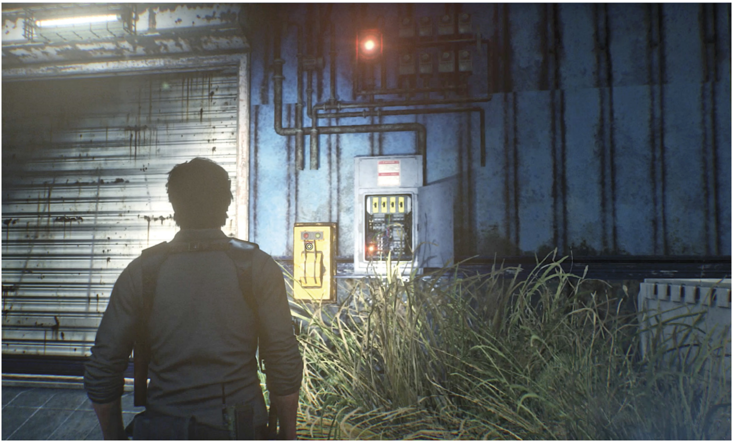
Clear Out The Yard

The warehouse yard is well populated, so start by luring a few Lost across the street to take them out, preferably with Sneak Kills to save ammo. Just inside the yard entrance, kick over the oil drum ㊻ next to a delivery truck to create a flammable oil spill. Lure Lost into the spill and shoot the puddle to ignite it and barbecue the beasts. Afterwards, retrieve the Handgun Bullets in the back of the delivery truck. More bullets are stashed in the back of another nearby truck ㊼ as well.

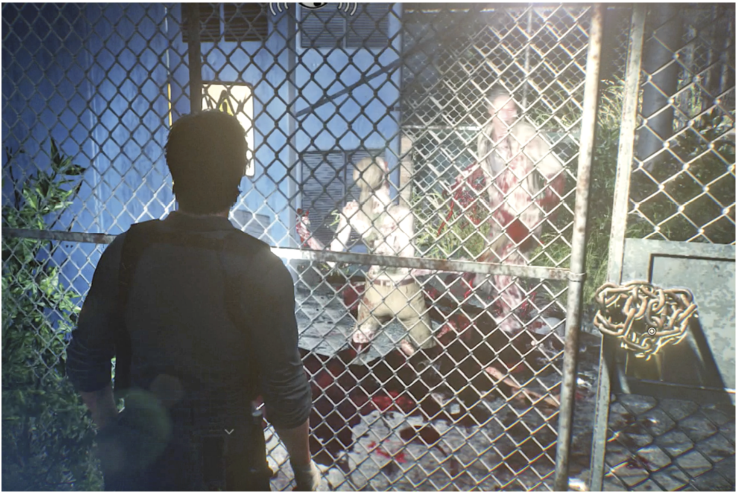


Direct Power To The Warehouse Door

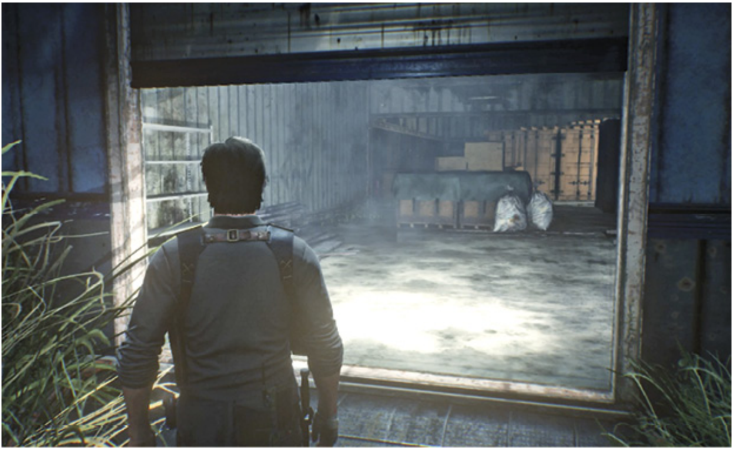
Now head over to the warehouse garage entry door (48) and try the switch. The power is out, and Sebastian notes the wires overhead, which likely run to a power source. Head to the nearby third delivery truck . Open its rear door and find a Mysterious Machine inside behind a crate.



Exit the truck and continue around the outer edge of the yard until you spot a pair of frenzied Lost tearing up a corpse in a small enclosure (50) . Catch their attention and they'll burst through the chained gate to chase you. Run left through the rainbow-hued oil spill (51) then turn and shoot it to ignite the oil just as the two Lost run through it. Loot their crisp corpses.

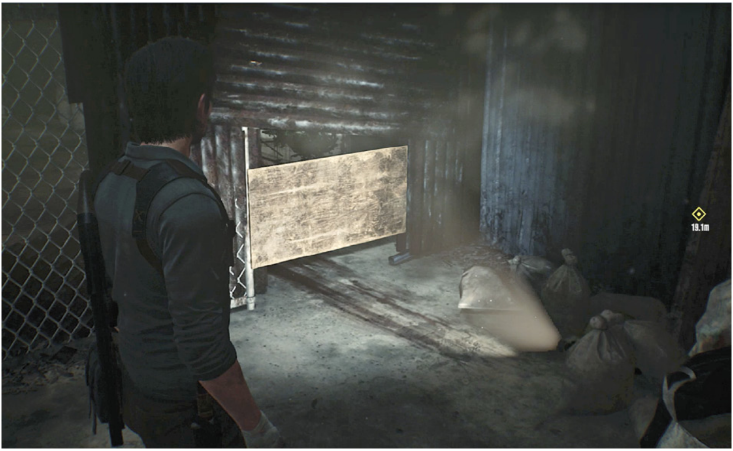


Head back into the enclosure ㊿ where you can flip a switch that sends power over to the warehouse door mechanism ㊽. Now you can open the garage door and enter the Tredwell Trucking warehouse. As you do so, Sebastian hears a girl's scream. Lily's in there! When you move forward, the garage door slams shut and locks behind you.



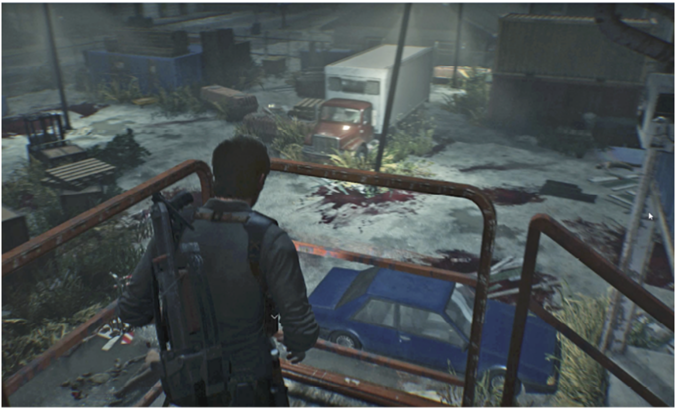
Get To The Second Floor

Proceed into the next room. The gate door is locked, but you can find a low passage blocked by a wooden board. When you investigate the board, Sebastian yanks it out. Crouch through the passage and proceed between the shipping containers to the staircase leading up to the left. (There's also a passage to the right; we'll come back to it in a minute.)



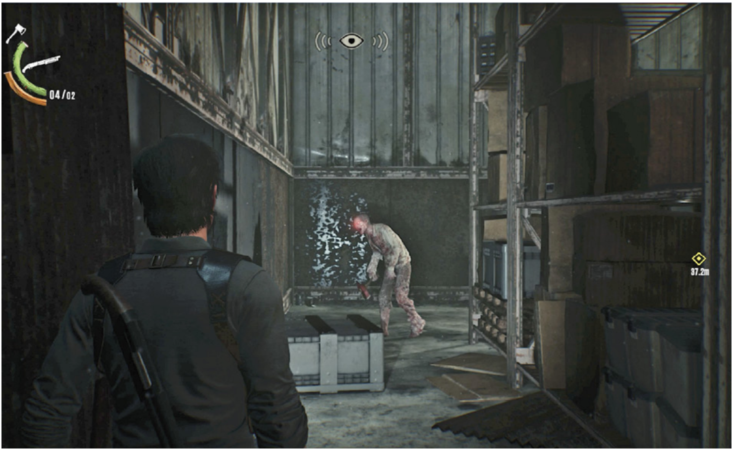
Climb the stairs to the metal catwalk. Follow the catwalk through another door onto an exterior staircase overlooking the warehouse yard. (Remember this spot for later!) Descend those stairs to a storeroom with a few pickup items and a sleeping Lost who wakes up unhappily if you get close.

Sniper Perch

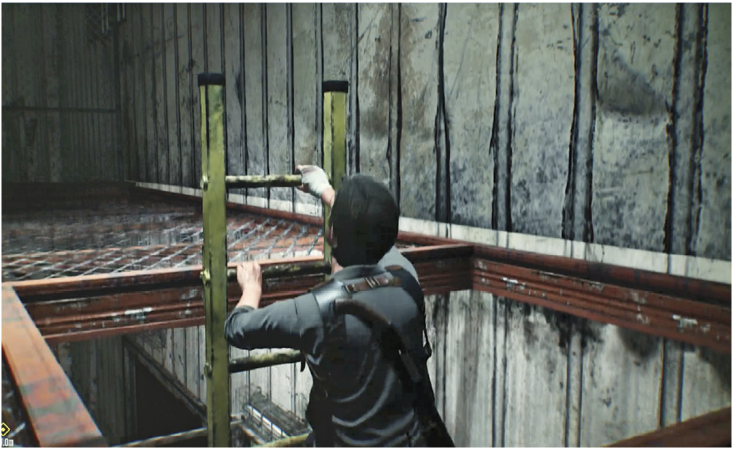


This exterior staircase landing gives you a nice view of bad things moving below in the yard. Return to it later after all hell breaks loose.

This storeroom is a dead end, so retrace your route all the way back down the interior staircase then go straight ahead, following the left wall. As you proceed, a crate suddenly falls off the shelf in front of you. Raise your weapon and quickly take out an axe-tossing Lost as he turns the corner ahead. Nail him before he can fling an axe!



Continue to a low passage under piled lumber and crouch to pass through it. (Don't miss the Handgun Bullets in the passage.) Keep going until you reach the yellow ladder then climb it to the second level. Follow the catwalk around the corner to see two doors up ahead on the left.

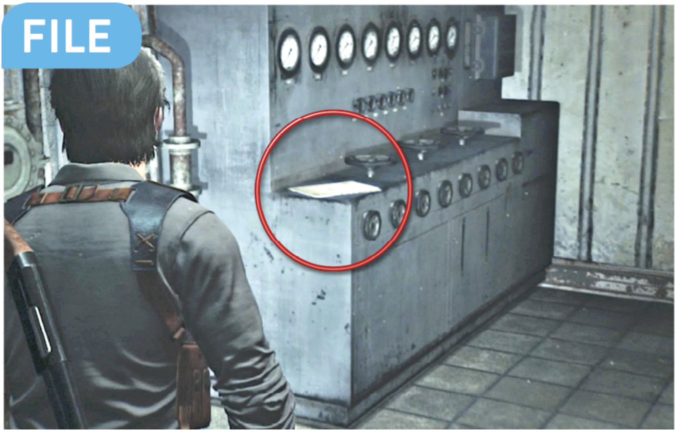


Explore The Control Room

The first door leads into a control room. Inside, you find an Explosive Bolt in a crate; an infrastructure report on the power console full of gauges and control wheels; and a valuable box of High-Grade Weapon Parts on the Workbench. If you have the

Sniper Rifle (as in this walkthrough), we suggest you use the Workbench to craft as many Sniper Rifle Cartridges as you can, and then upgrade that rifle if you have enough Weapon Parts to do so.

Report #00654: Core Displacement

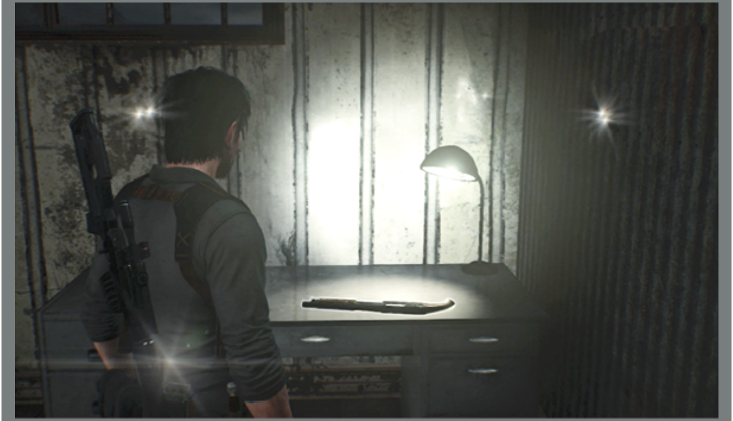


Find this report in Tredwell Trucking's power control room, the first room beyond the top of the ladder on the second level of the warehouse. The folder sits on the shelf of a control console on the left side of the room.

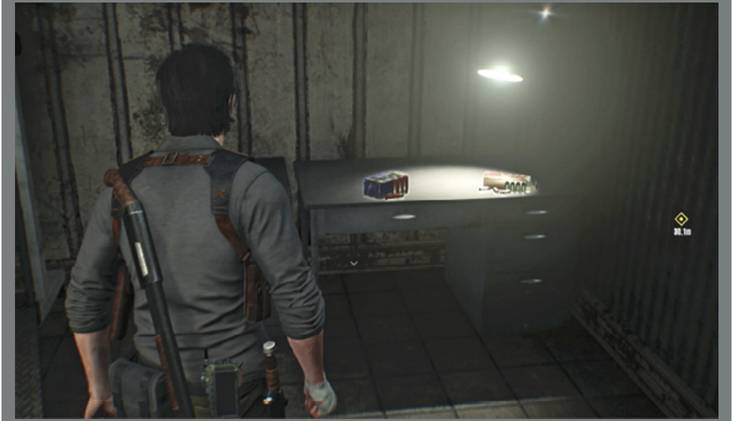
Explore The Storeroom

The second door leads into a storage room filled with cabinets and lockers. Loot the room then pick up the Myra Doll sitting in the pool of blood on the floor to trigger more disturbing visions through Lily's eyes. Afterwards, Sebastian tries to check in with O'Neal but his Communicator can't make the connection. Time to head back outside to see if you can get a signal.

SHOTGUN OR AMMO?

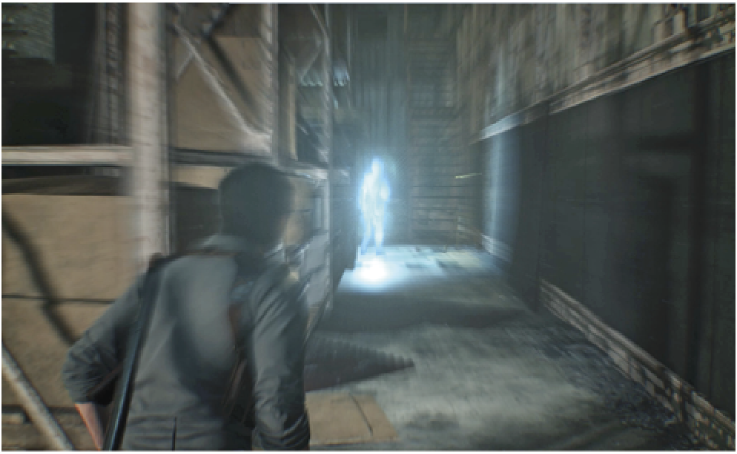


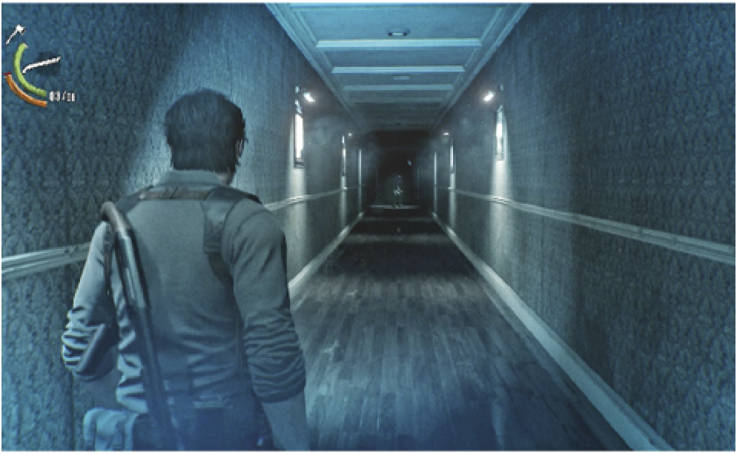
If you haven't acquired the Sawed-Off Shotgun already, it sits on the desktop in the second-floor Tredwell Trucking storeroom. But if you're following our walkthrough, you picked up the shotgun earlier in the Armory section of The Marrow, so you'll find Shotgun Shells and Handgun Bullets on the desktop instead.



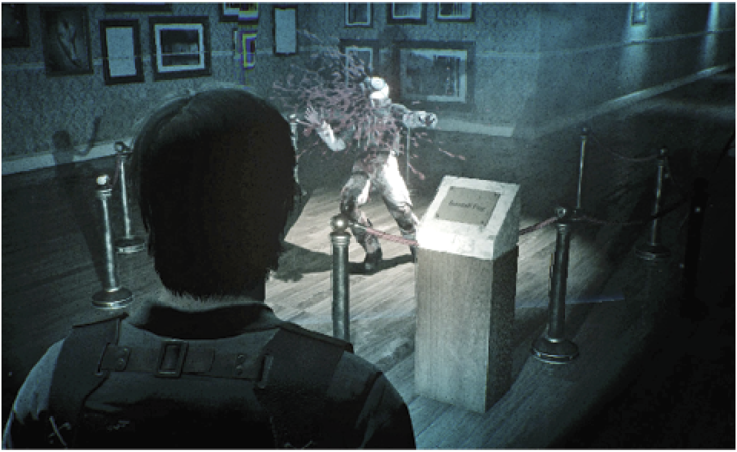
GO OUTSIDE AND CALL O'NEAL

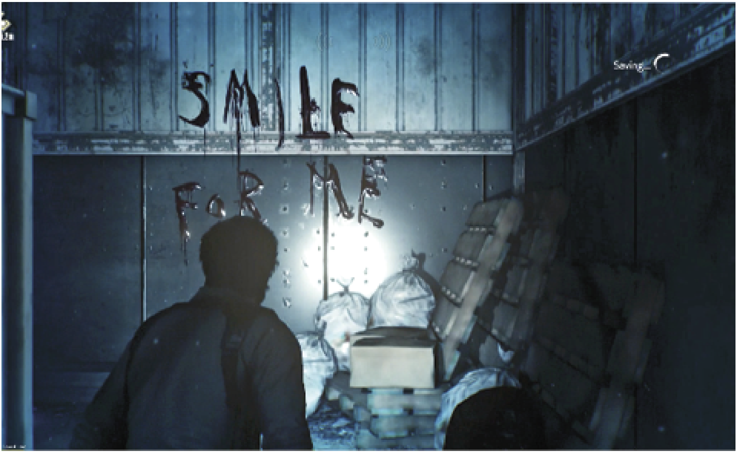
Retrace your route back down the ladder and through the low passage under the lumber stacks. Soon you hear the familiar, unsettling music of the murderer with the camera, and the lighting starts flickering. When you turn the last corner, you spot him up ahead! As you follow him, reality warps Sebastian back to a corridor of Stefano's domain.





Head down the corridor to the "art exhibit" of the death of Randall Figg, another Mobius soldier. Continue down the hallway beyond to see reality morph back to the Tredwell warehouse, with a request painted in blood on the wall: SMILE FOR ME.





Turn the corner and follow the murderer out into the yard to trigger a cutscene: The murderer summons a great eye in the sky and teleports away. Threee Spawn emerge, ready to hunt Sebastian.

Eliminate The Spawn

Stay on the move as you pull out your Sawed-Off Shotgun and eliminate the Spawn. Target the jaws and if possible use a Shock Bolt to immobilize one of them. Watch out for the flip attack if one ends up on its back. When all three Spawn are dead, Sebastian contacts Liam O'Neal via Communicator. O'Neal logged the power spike associated with the murdering fiend who has Lily, and traces its frequency to City Hall—it sits on another chunk of Union floating up in the sky. O'Neal tells Sebastian to return to the Safe House for a briefing on how to get there.

O'NEAL That's it.

RETURN TO O'NEAL'S SAFE HOUSE AND SPEAK WITH HIM

A brief cutscene reveals that monsters are rising from the ground everywhere in Union, as if summoned. When control returns, head back to O'Neal's Safe House and talk to him. The technician explains Union's structure, and describes its connective passageways as "The Marrow." He directs Sebastian to the North Safe House to find the port that leads through The Marrow to Exit B2, the passage to City Hall. Finally, he hands over a gas mask and warns of deadly leaks in some of the passages.

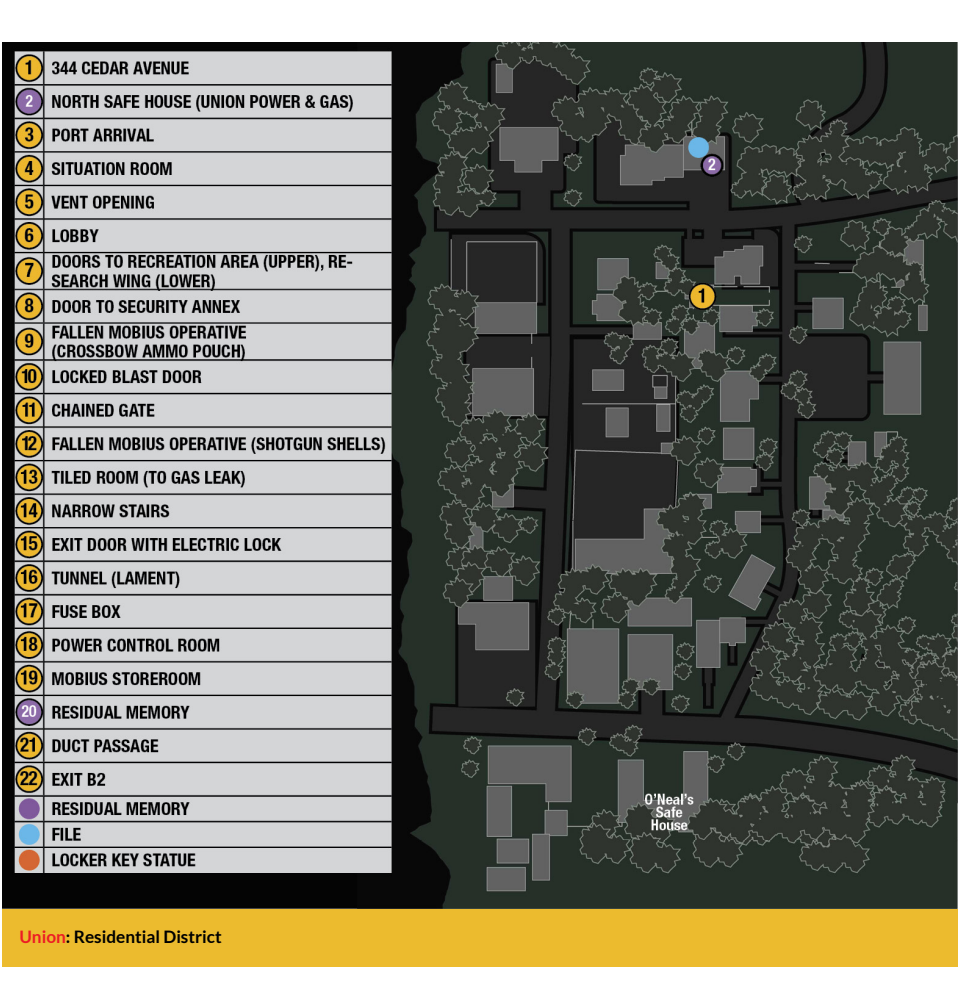
THE EVIL WITHIN 2

Story Walkthrough

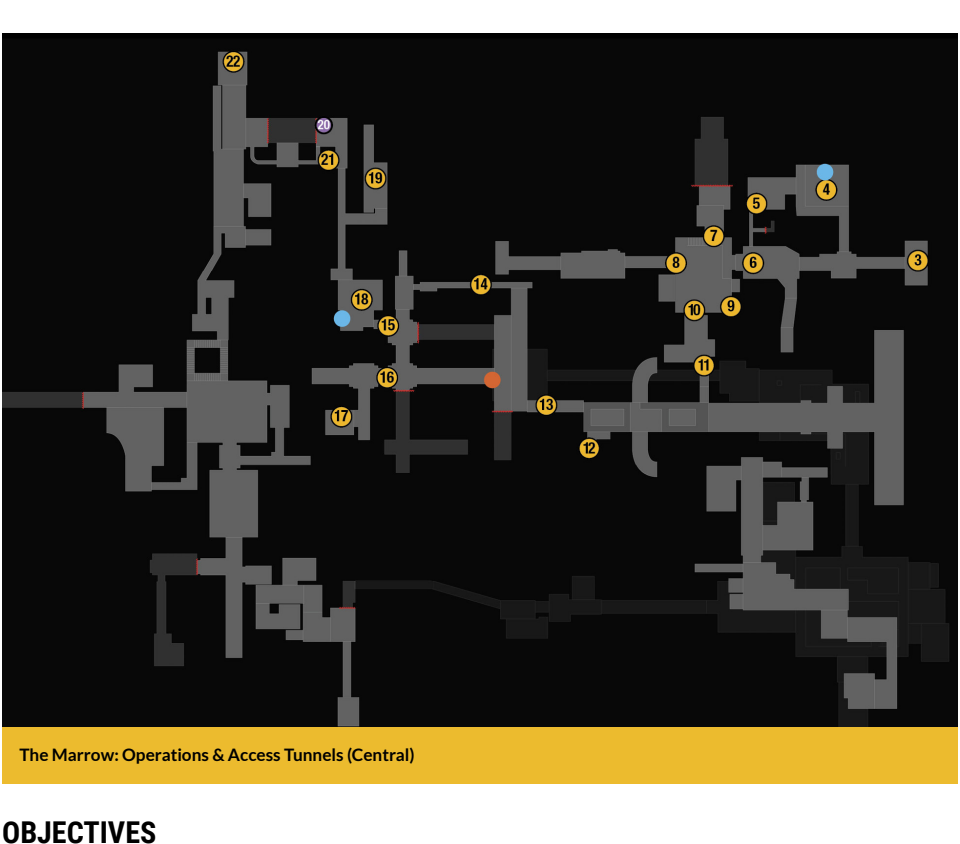
Behind the Curtain

O'Neal wonders if the murderer was drawn to City Hall because of the Stable Field Emitter set up there, an emergency device that temporarily stabilizes an area if the STEM starts to break up. He says Mobius sent Miles Harrison, the team's hardware support specialist, with a security team to set it up.

OVERVIEW



Union: Residential District



The Marrow: Operations & Access Tunnels (Central)

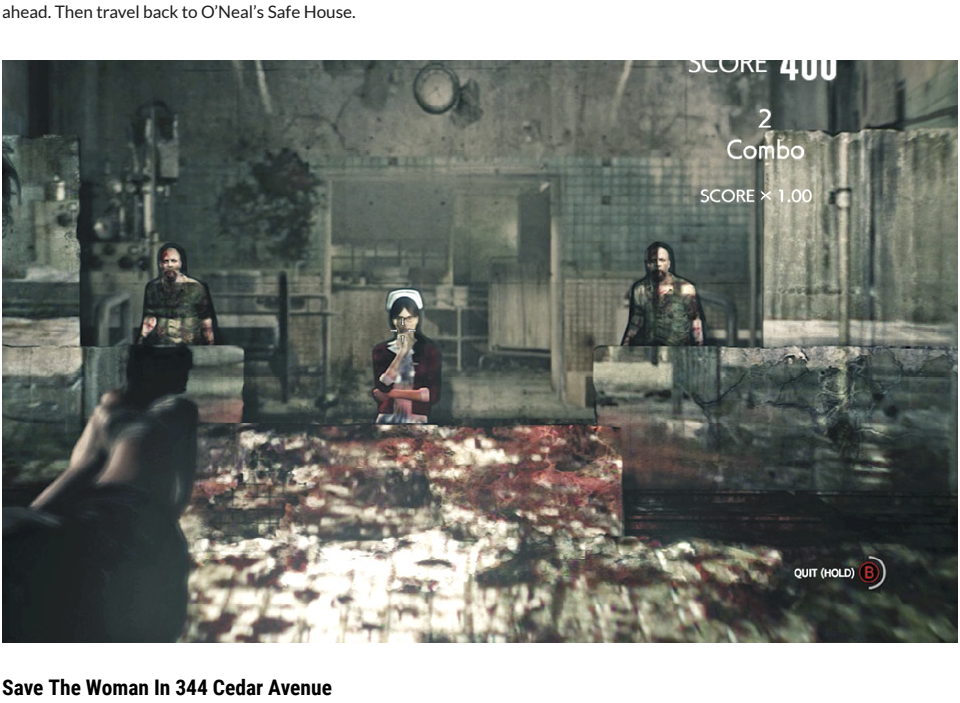
OBJECTIVES

- Find the entrance to The Marrow in the northern Safe House for a route to City Hall
- Search for Exit B2 in The Marrow to reach City Hall Collectibles
- 3 Files
- 2 Residual Memorie

FIND THE ENTRANCE TO THE MARROW IN THE NORTHERN SAFE HOUSE FOR A ROUTE TO CITY HALL

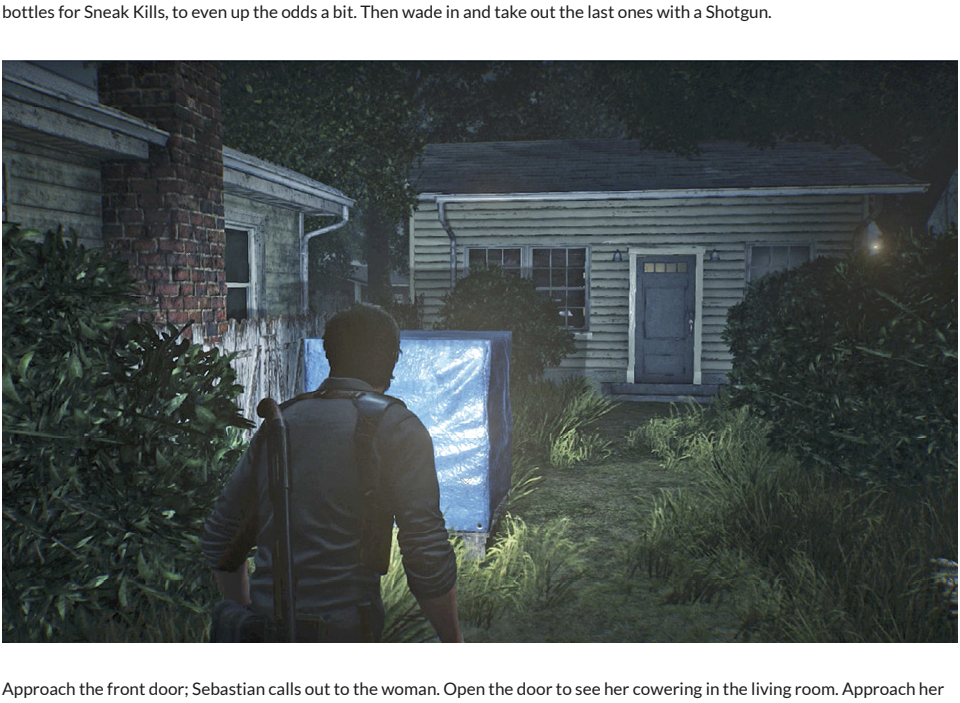
Check Out The Shooting Range

Before you head out, use O'Neal's Mirror to travel back to Sebastian's Room where you find a new door just down the hall. Enter to find yourself in a Shooting Range . Try a few rounds; the ammo is all free. You can improve your shooting skills while winning prizes like extra Weapon Parts or Gunpowder. When finished, exit and go use the upgrade chair to boost your skills for the ordeal ahead. Then travel back to O'Neal's Safe House.

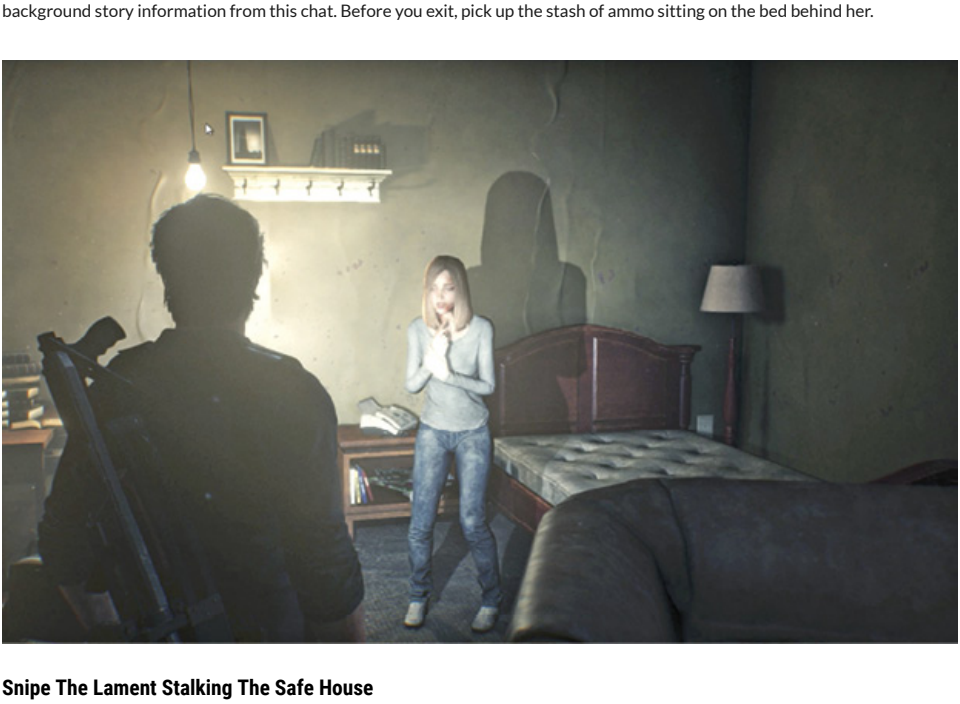


Save The Woman In 344 Cedar Avenue

Make sure you have a good stock of Sniper Rifle Cartridges before you head out. From O'Neal's place, start working your way north up Cedar Avenue. More creatures have repopulated the town, so move stealthily to avoid getting surprised. Near the north end of the street, you hear a woman scream and find a growling pack of Lost at the front door to 344 Cedar Avenue (1) , a tiny studio-style one-room house set back from the street. Pick off a few goons with the Sniper Rifle or lure some out with bottles for Sneak Kills, to even up the odds a bit. Then wade in and take out the last ones with a Shotgun.



Approach the front door; Sebastian calls out to the woman. Open the door to see her cowering in the living room. Approach her to trigger an automatic conversation. After the scene, talk to her and ask all questions. You pick up a lot of interesting background story information from this chat. Before you exit, pick up the stash of ammo sitting on the bed behind her.



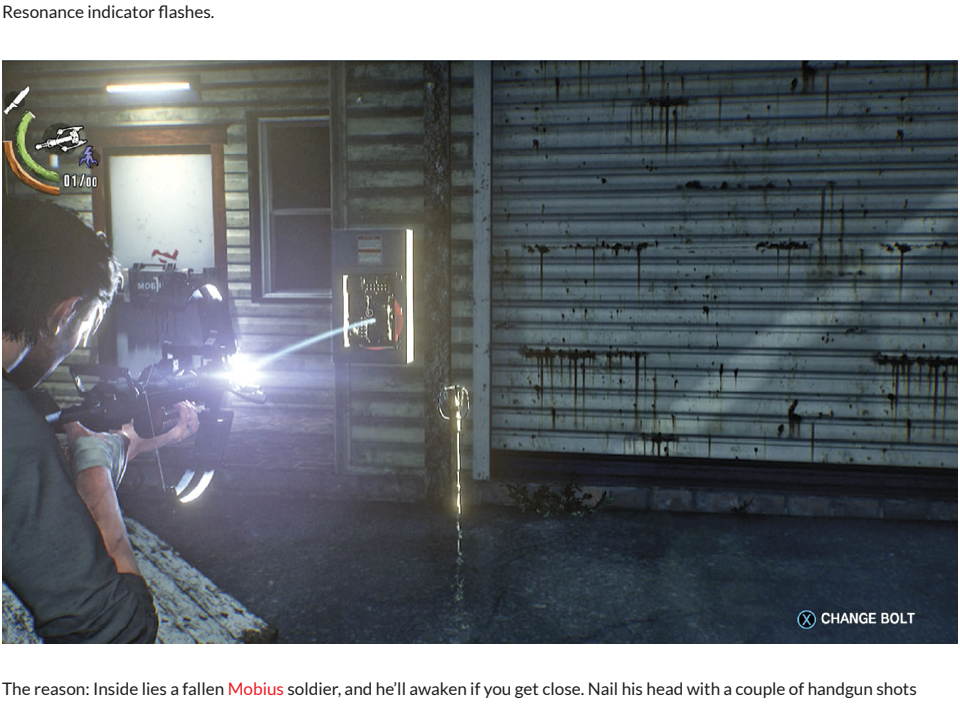
Snipe The Lament Stalking The Safe House

The North Safe House (2) is actually part of the Union Power & Gas offices. As you approach, spot the big Lament pacing back and forth in front of the building. If it spots you, its shrill cry will awaken a significant pile of sleeping Lost scattered in the street. So, keep your distance, equip your Sniper Rifle, and carefully target the monster's head.

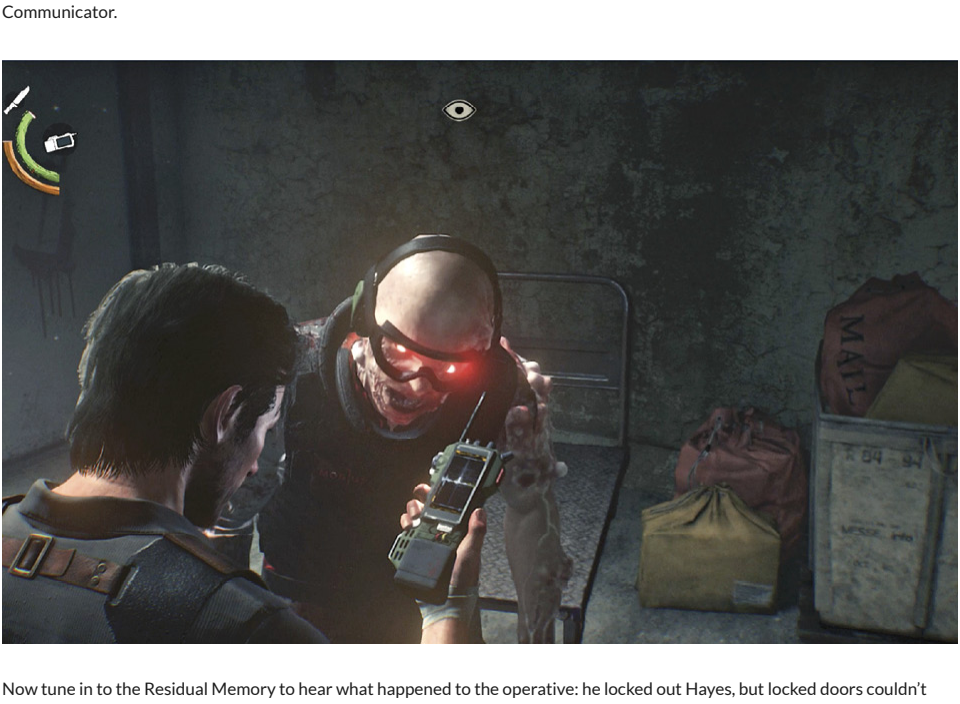
Union POWER & GAS

Shock The Lock

Equip your Warden Crossbow and load a Shock Bolt, then approach the lock panel to the left of the building's garage door. Zap the panel with the bolt to open the door. Approach but don't enter or equip your Communicator yet, even though your Resonance indicator flashes.

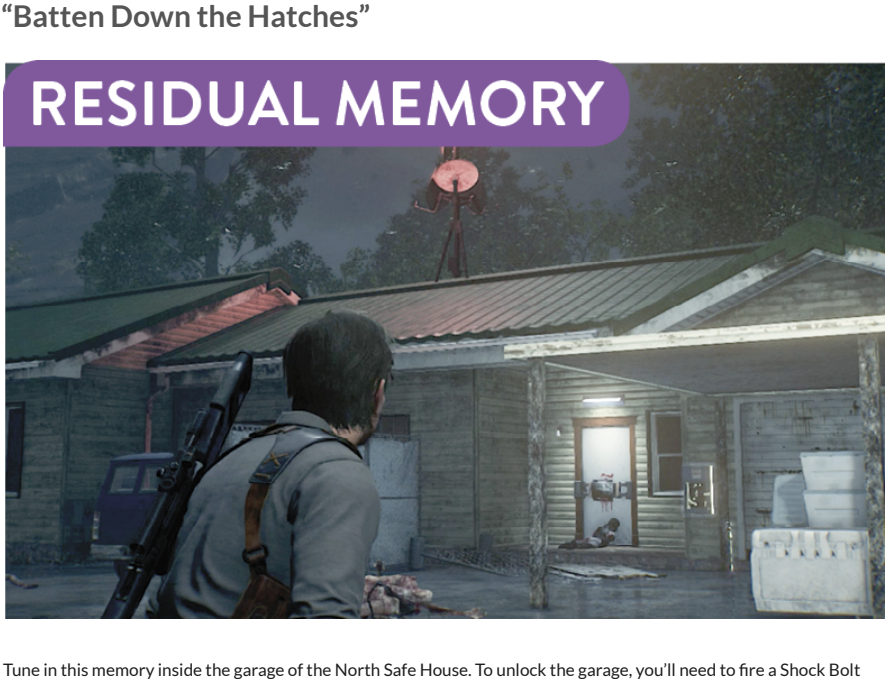


The reason: Inside lies a fallen Mobius soldier, and he'll awaken if you get close. Nail his head with a couple of handgun shots before you enter the garage. Otherwise you'll get a surprise like the one in our screenshot when you try to use your Communicator.



Now tune in to the Residual Memory to hear what happened to the operative: he locked out Hayes, but locked doors couldn't keep out the Anima.

"Batten Down the Hatches"

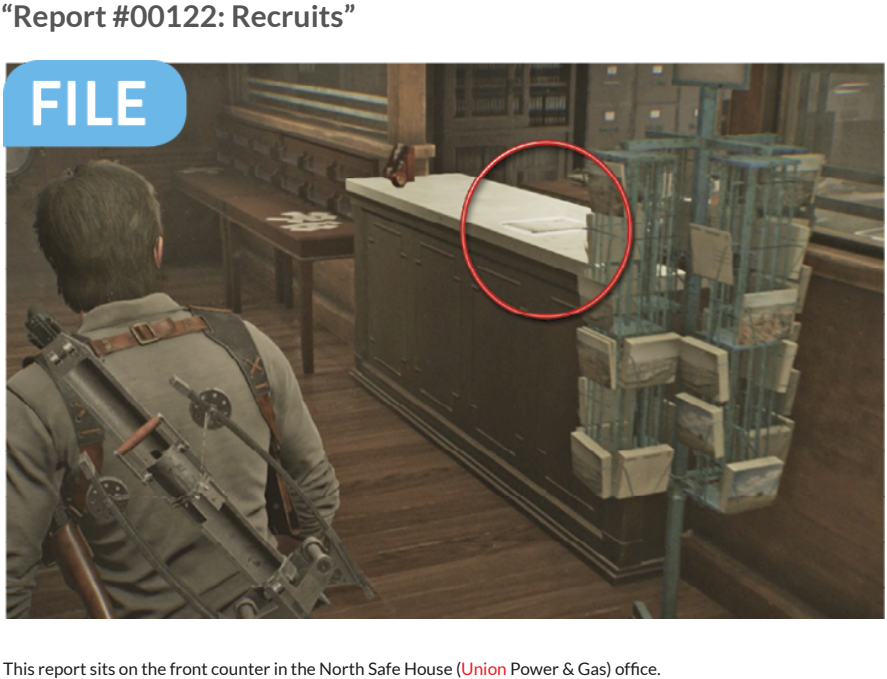


Tune in this memory inside the garage of the North Safe House. To unlock the garage, you'll need to fire a Shock Bolt into the lock panel next to the garage door.

Explore The Safe House

Entering the Safe House triggers an automatic phone conversation with Kidman. Afterwards, grab the Smoke Bolt (which will come in handy during an upcoming situation in The Marrow) and other items in the room, including a Mobius report on "Recruits" that provides insight on where all these Union townsfolk originally came from. Then use the computer sitting on the desk to travel to the dark void, and use the next computer that appears to continue on to the Operations sector of The Marrow.

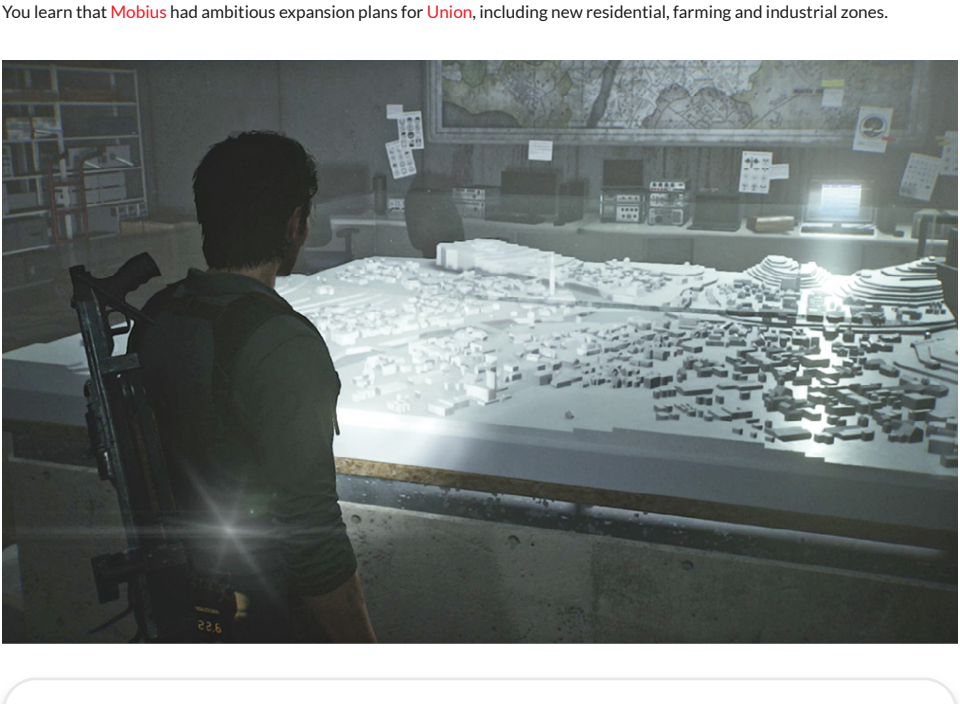
"Report #00122: Recruits"



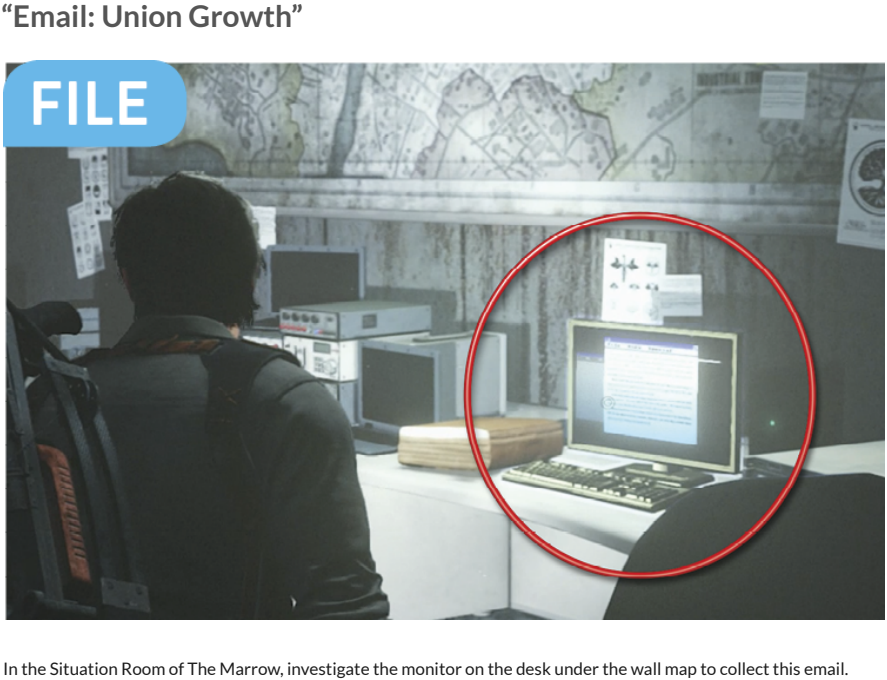
This report sits on the front counter in the North Safe House (Union Power & Gas) office.

SEARCH FOR EXIT B2 IN THE MARROW TO REACH CITY HALL

Grab all the pickups in the arrival port (3) and exit via the double doors into a short hall. Hit the Fuji Dew vending machine to pick up some free Green Gel then move through the next set of doors into the Situation Room (4) . Investigate the model of Union in the center of the room, and check out the big wall map too. Then read the email on the desktop monitor under the map. You learn that Mobius had ambitious expansion plans for Union, including new residential, farming and industrial zones.



"Email: Union Growth"



In the Situation Room of The Marrow, investigate the monitor on the desk under the wall map to collect this email.

Climb the stairs and exit the far doors. In the next room, find the fallen Mobius operative next to an open wall vent (5) . Grab the item on the soldier, move through the vent, and follow the duct to a connecting lobby (6) . Search it for items; you can use a Shock Bolt to open security door BE-C03, but it's not necessary. (You've already seen the other side.) Then move through the open blast door onto a catwalk that overlooks a dark, shattered central hall.

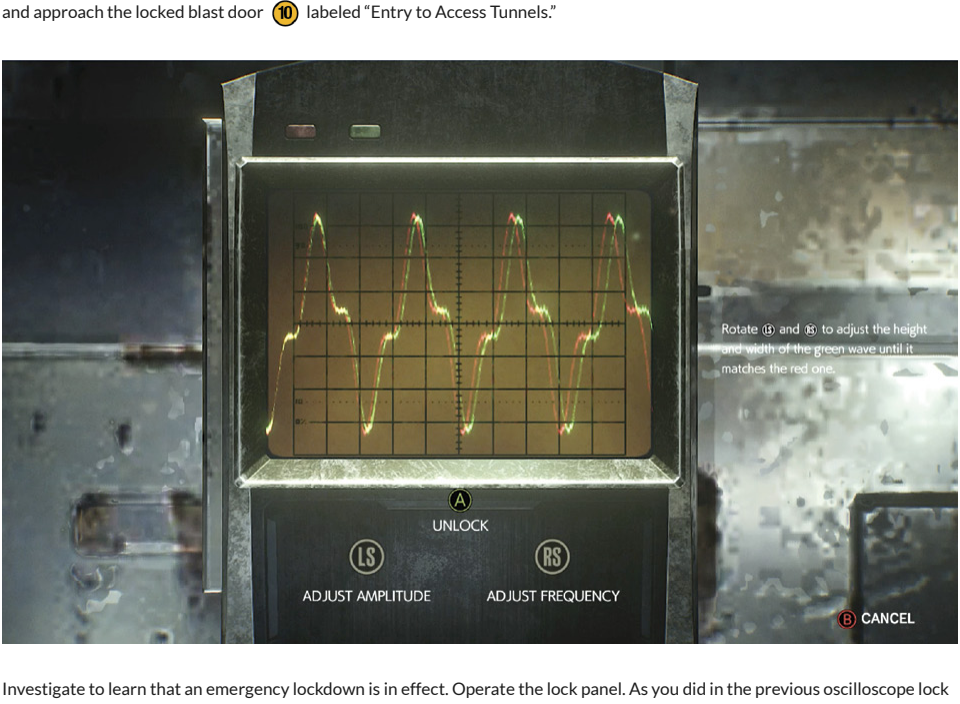
Kill the Sleeping

Several Lost are sleeping in the shattered central hall. Before you solve the blast-door unlock puzzle, nail them all with headshots while they dream their monstrous dreams. Eliminating them one at a time now saves you from fighting them all simultaneously later.

Unlock The Blast Door

If you check out the three locked doors with glass windows leading from the hall, you see several hungry Lost tearing at corpses in a frenzy of bloodlust. The Recreation Area door is at the top of the stairs (7) and the Research Wing is below it. The third door is the Security Annex (8) where a sleeping Hysteric lies just on the other side.

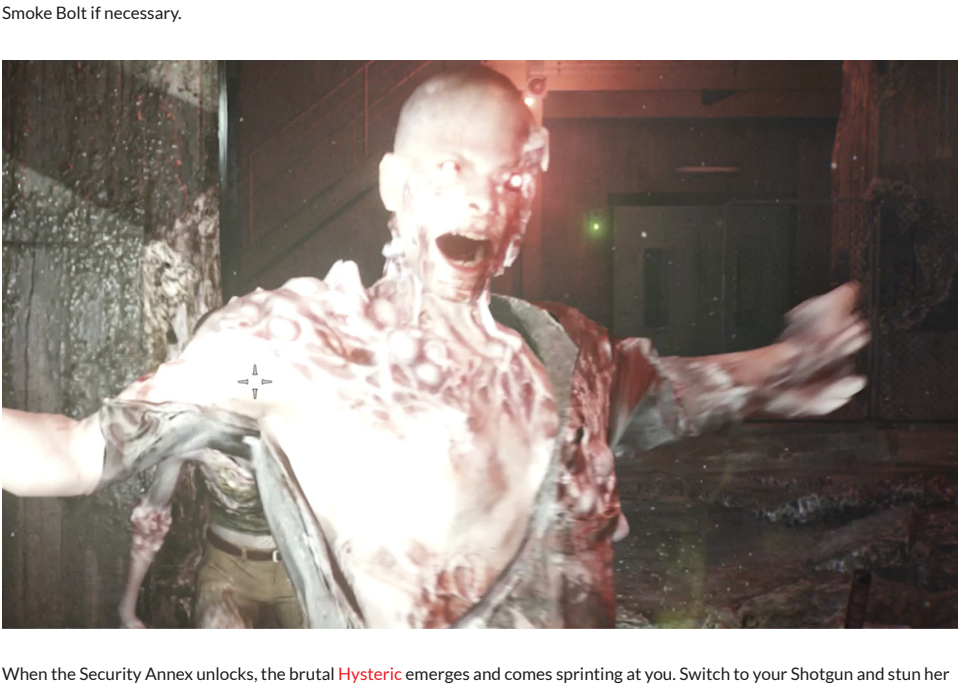
Up the nearby ladder, you find an unlocked door (9) that leads to a fallen Mobius operative carrying a valuable Warden Crossbow Ammo Pouch. Kill the sleeping Lost next to him then loot the supply duffel in the corner. Now return to the main floor and approach the locked blast door (10) labeled "Entry to Access Tunnels."



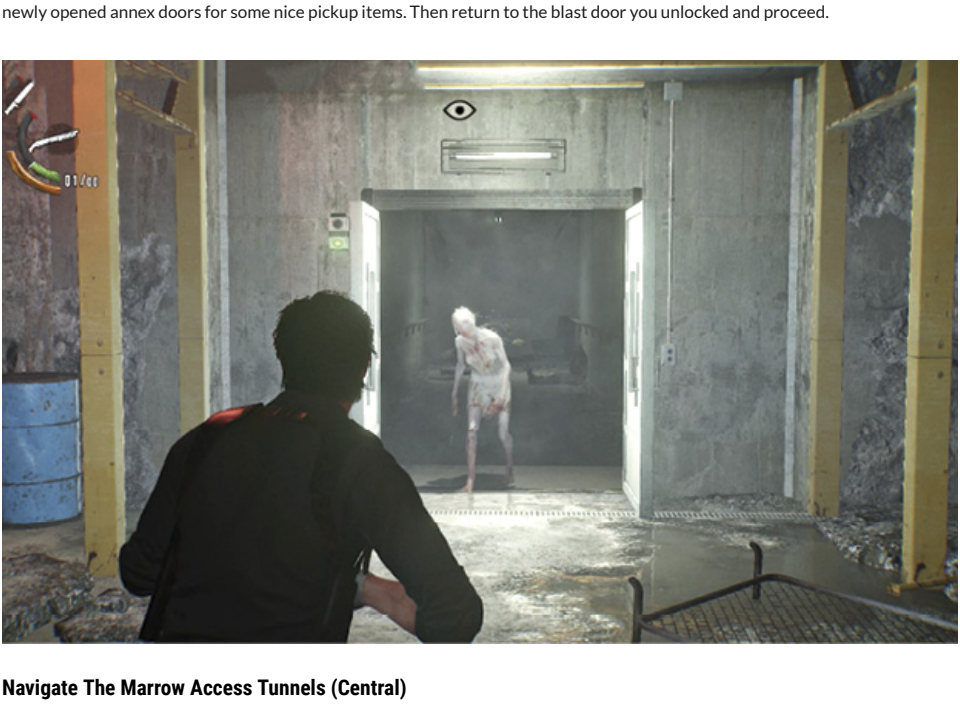
Investigate to learn that an emergency lockdown is in effect. Operate the lock panel. As you did in the previous oscilloscope lock puzzle, use the Amplitude control to adjust the green wave's height to match the red wave's height; then use the Frequency control to match up the width of the waves. Be ready for havoc!

Fight Off The Lost Swarm!

When you hit the Unlock button, the emergency lockdown is deactivated. Unfortunately, this unlocks all of the side annex doors, one at a time, releasing the Lost cooped up behind them. The intercom announces each annex as it unlocks. First is the Recreation Area, then the Research Wing. Try to nail these first few attackers with gunshots. But if you get overwhelmed, quickly switch to your Warden Crossbow and sling a Smoke Bolt into the floor amidst your attackers. The Lost will be blinded by smoke for a few seconds, long enough for you to switch to your Handgun and blast off a few heads. Repeat the tactic with a second Smoke Bolt if necessary.



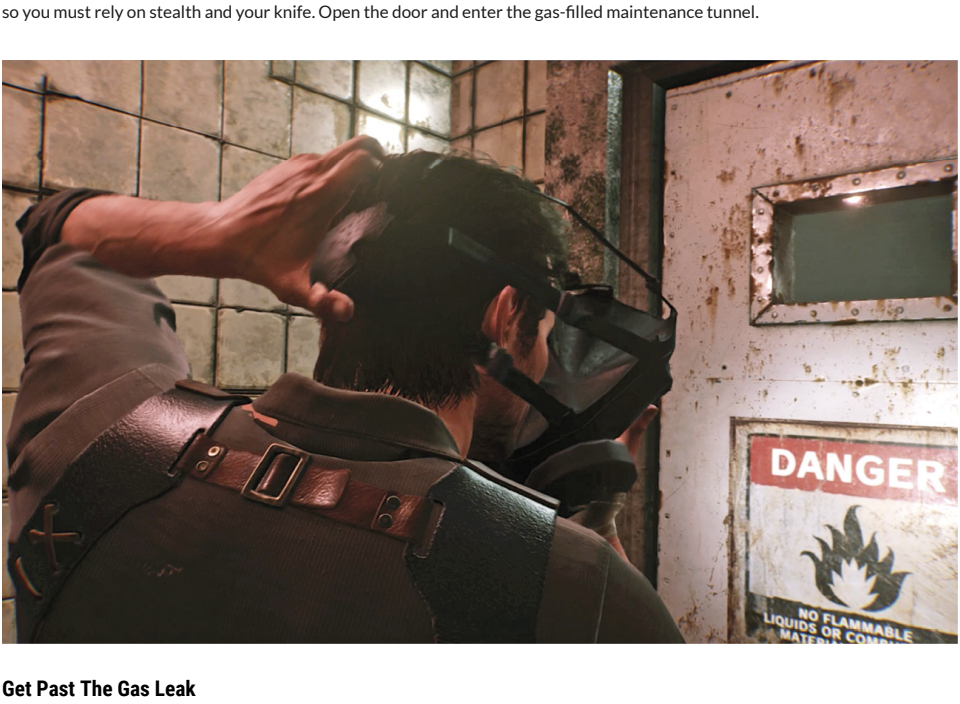
When the Security Annex unlocks, the brutal Hysteric emerges and comes sprinting at you. Switch to your Shotgun and stun her with a blast to the face, then follow up with more headshots until she drops. When the area is finally clear, loot behind all of the newly opened annex doors for some nice pickup items. Then return to the blast door you unlocked and proceed.



Navigate The Marrow Access Tunnels (Central)

Break through the chained gate (11) and continue into the smelly access tunnels. Follow the catwalk to the switch and throw it to drain sludge from the tunnels. Climb down the ladder and follow the channel to a short staircase leading to a side passage (12) where you find a fallen Mobius operative with some Shotgun Shells.

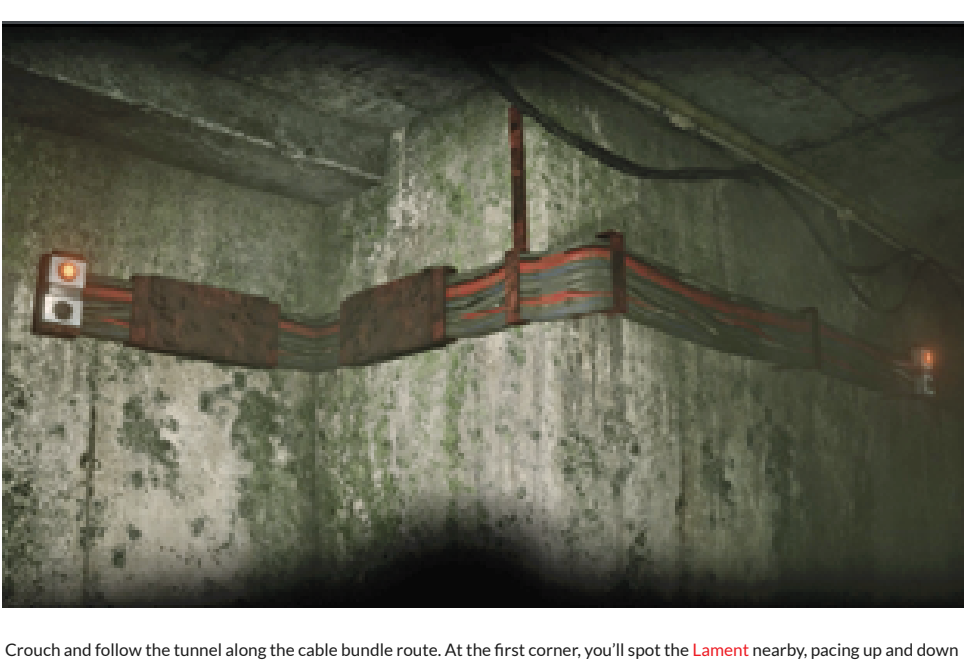
Return carefully to the channel; a Lost is wandering the floor. Wait for it to move past then crouch up behind for a Sneak Kill. Climb the other tall ladder to the catwalks and turn left to enter the tiled room (13) where Sebastian automatically dons his gas mask. With the mask on, your point-of-view switches to first-person. As Sebastian notes, you cannot use your firearms in the gas, so you must rely on stealth and your knife. Open the door and enter the gas-filled maintenance tunnel.



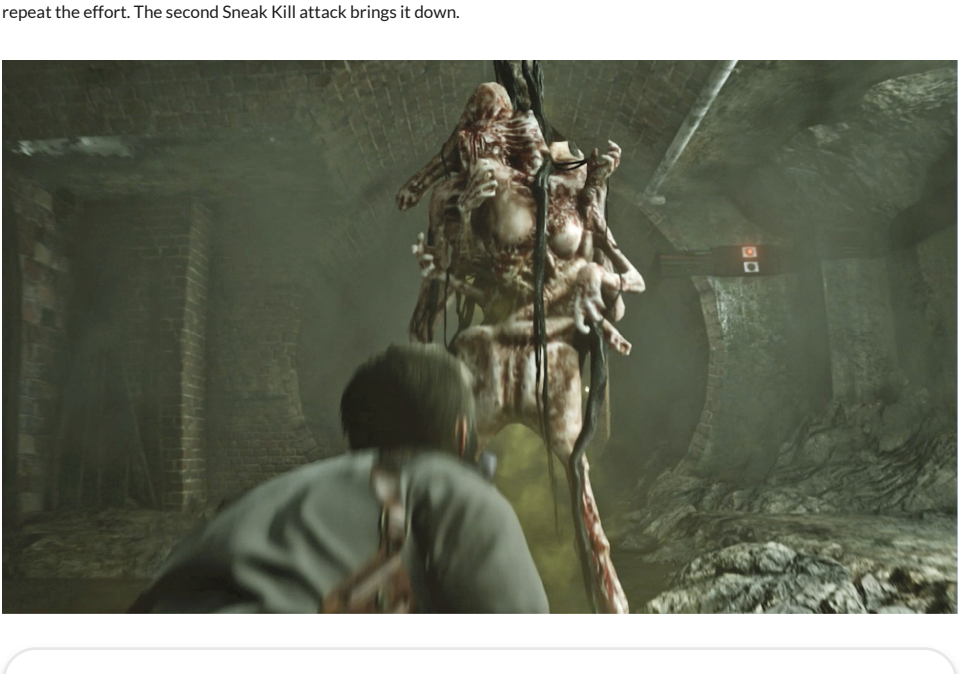
Get Past The Gas Leak

A Lost lurks just down the walkway, so crouch immediately and duck from crate to crate until you can work behind the goon for a Sneak Kill. At the end of the walkway, turn left and descend the long narrow staircase (14) then duck under the boards in the low passage. You emerge into a watery tunnel (15) with gas spewing from a pipe above.

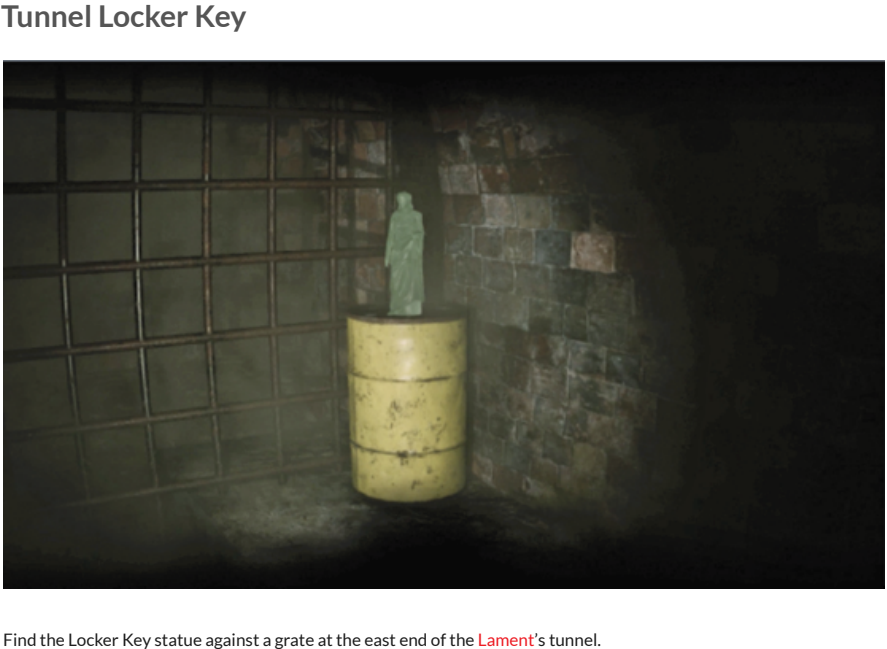
Hear that wailing? That's a Lament, roaming up and down the tunnel to the left. The exit door is just ahead in a small alcove on the right (15) , but it has an electric lock. Your task now is to follow the bundle of black/red power cables, mounted high on the wall, along a series of red-lit relays to the power source. Of course, this route leads right past the Lament!



Crouch and follow the tunnel along the cable bundle route. At the first corner, you'll spot the Lament nearby, pacing up and down the next tunnel (16) . Wait until it passes by, and then creep up behind it to attempt a Sneak Kill. One attack won't kill it, so after it shrugs off Sebastian, turn and hustle back to the door alcove. Wait until the Lament settles down and starts pacing again, then repeat the effort. The second Sneak Kill attack brings it down.

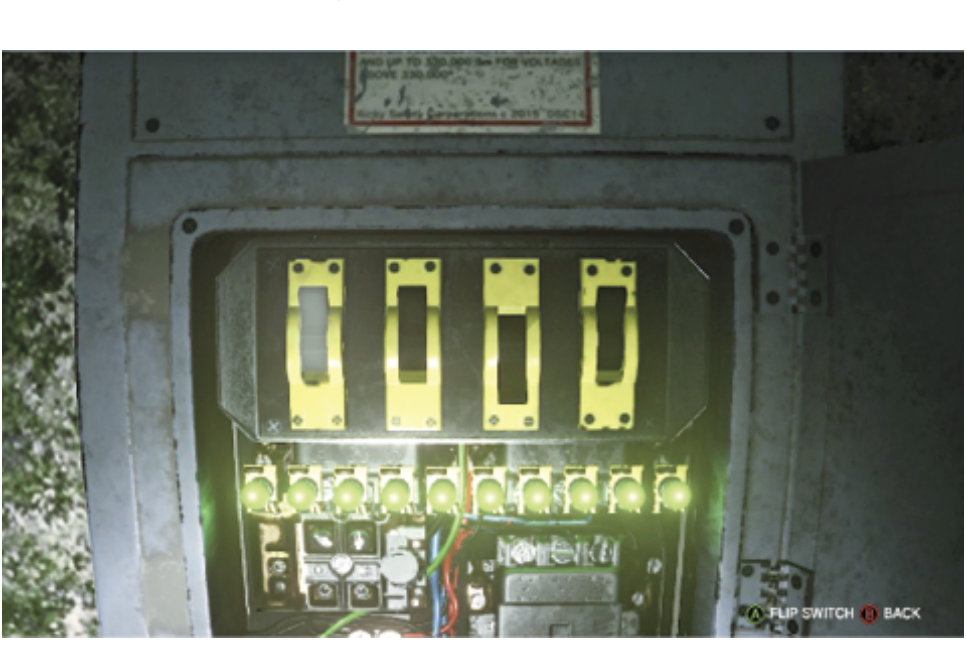


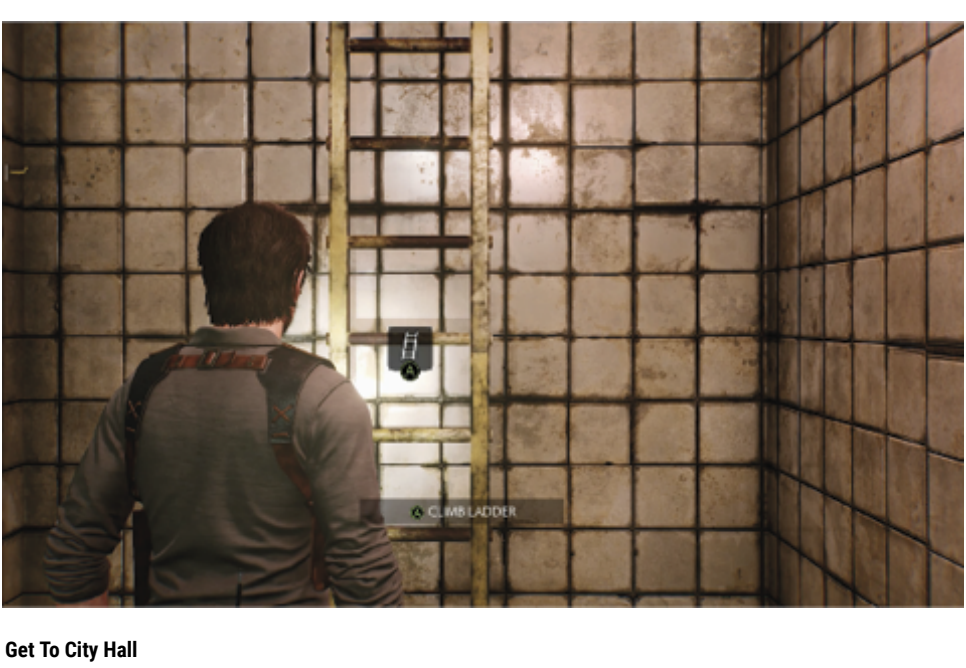
Tunnel Locker Key



Find the Locker Key statue against a grate at the east end of the Lament's tunnel.

Then return west to the cable bundle and follow it into a small utility room (17) to find the fuse box. Open the box, flip switches 1, 2 and 4 (left to right) to light up exactly ten bulbs and send power to the door. Return to the now-unlocked door and exit the tunnel. Sebastian automatically removes his gas mask. Climb the ladder.

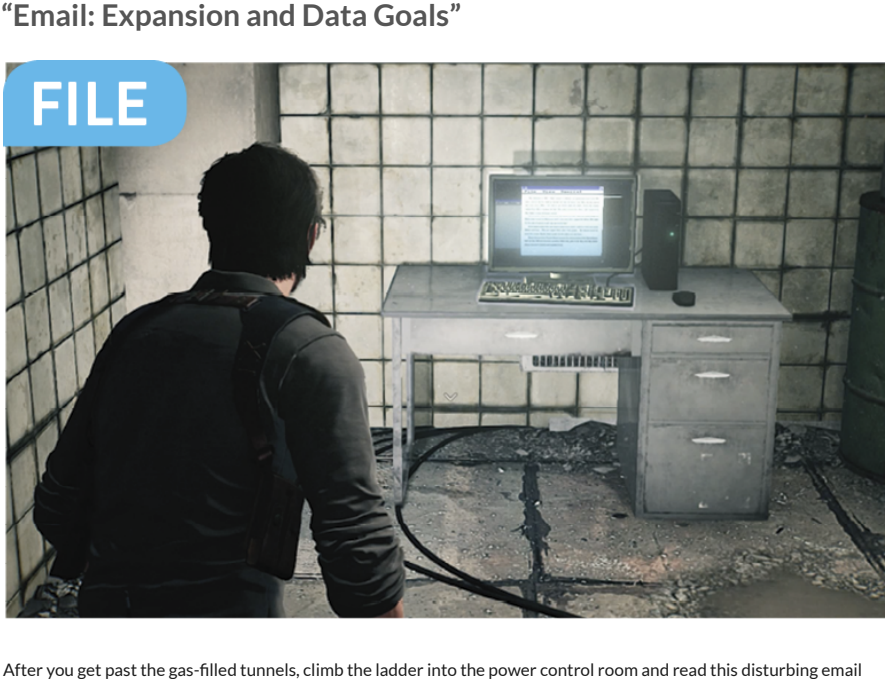




Get To City Hall

You emerge in a power control room (18) . Grab pickup items and find an email on the computer in the corner. Then exit via the doorway indicated by the sign that reads "To West Access Tunnels: B2."

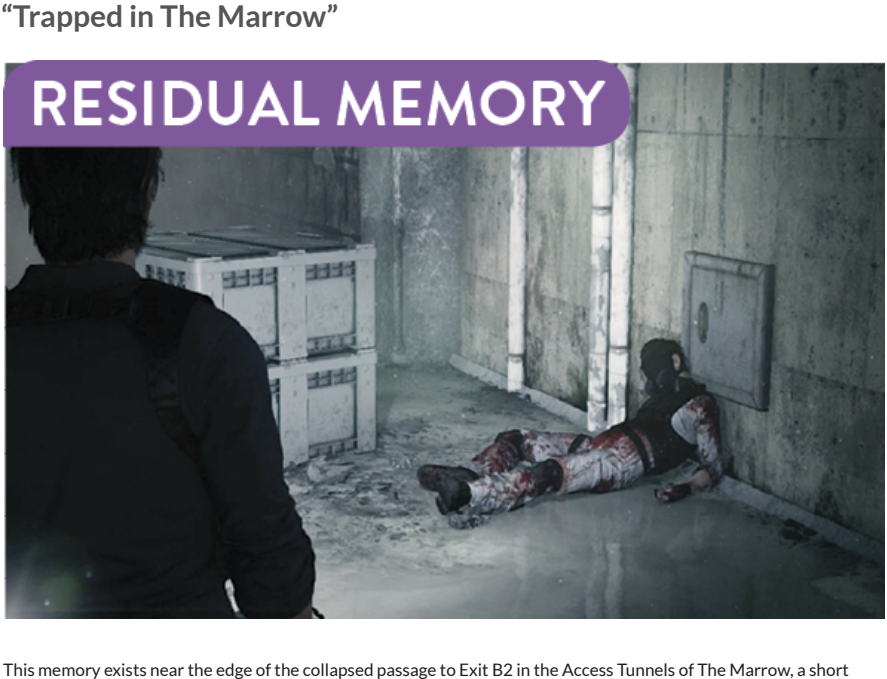
"Email: Expansion and Data Goals"



After you get past the gas-filled tunnels, climb the ladder into the power control room and read this disturbing email off the computer monitor on the desk.

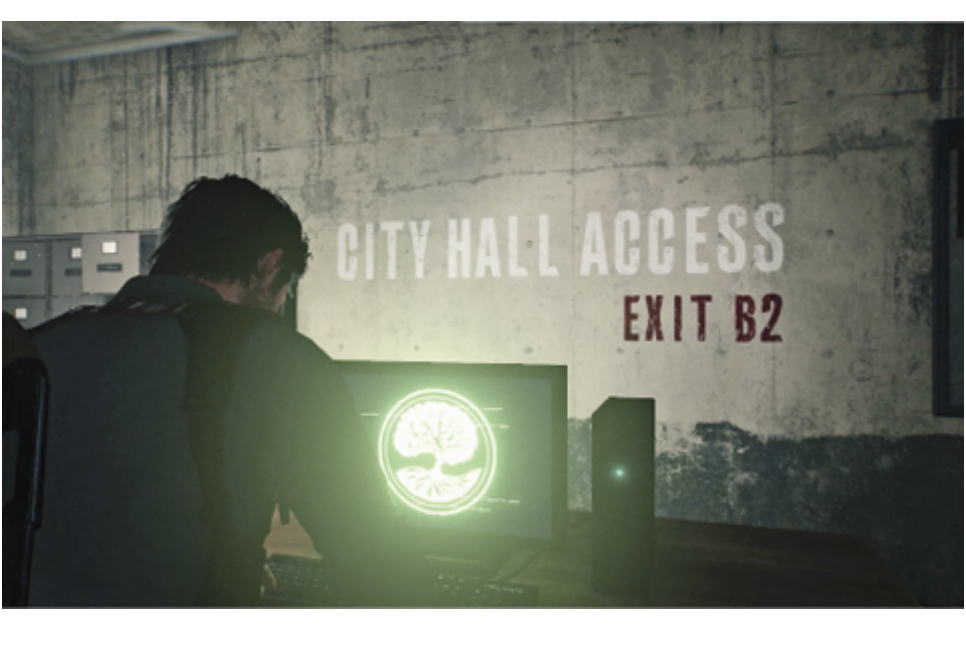
Climb the metal stairs to the doorway, then turn right and climb the concrete stairs. At the top, you find a Mobius storeroom (19) with some pickup goodies, including a Harpoon Bolt. Then go back downstairs, turn right, and cross the metal catwalk to the rusting door. Push it open and note the open vent, low on the left wall. Continue past it around the corner and equip your Communicator. Find the Residual Memory near the fallen soldier (20) .

"Trapped in The Marrow"

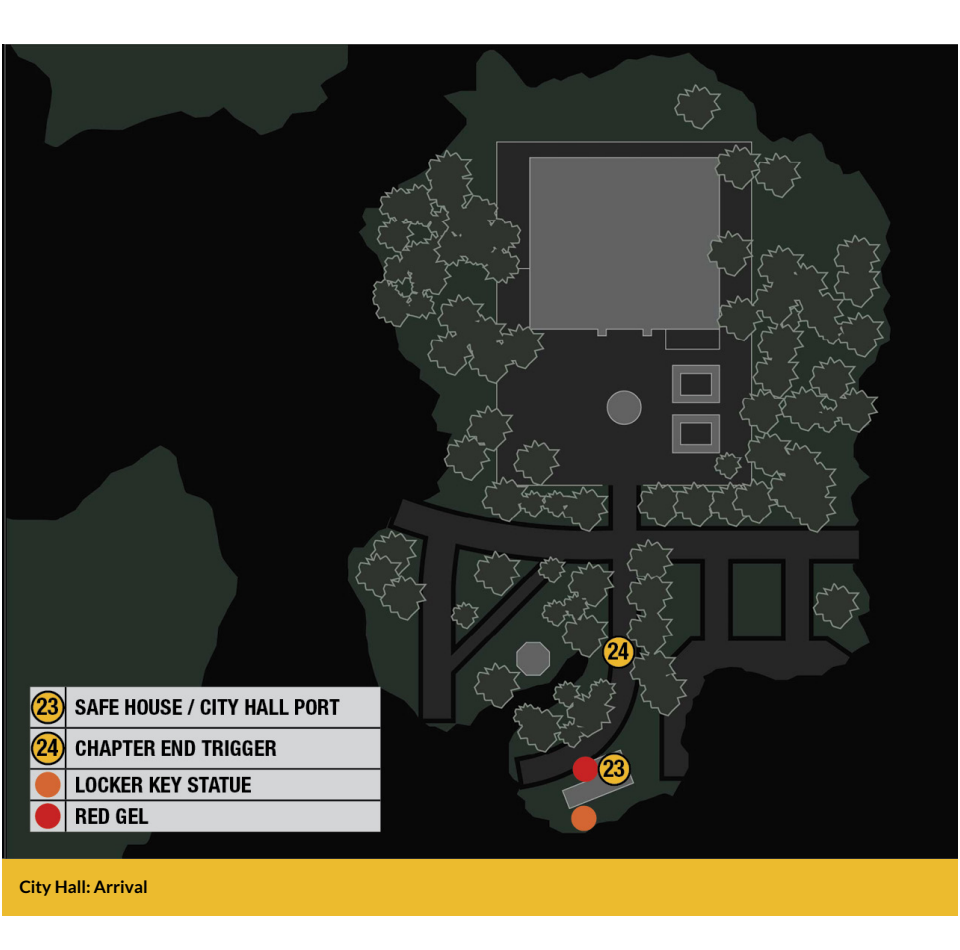


This memory exists near the edge of the collapsed passage to Exit B2 in the Access Tunnels of The Marrow, a short distance after you pass through the gas leak.

Now return to the open vent and crouch into the duct (21) . Follow it until you emerge on the other side of the collapsed floor. Go through the door marked Exit B2 and approach the computer (22) under the City Hall Access sign. Use the computer to travel to the dark void, then again to the City Hall port.

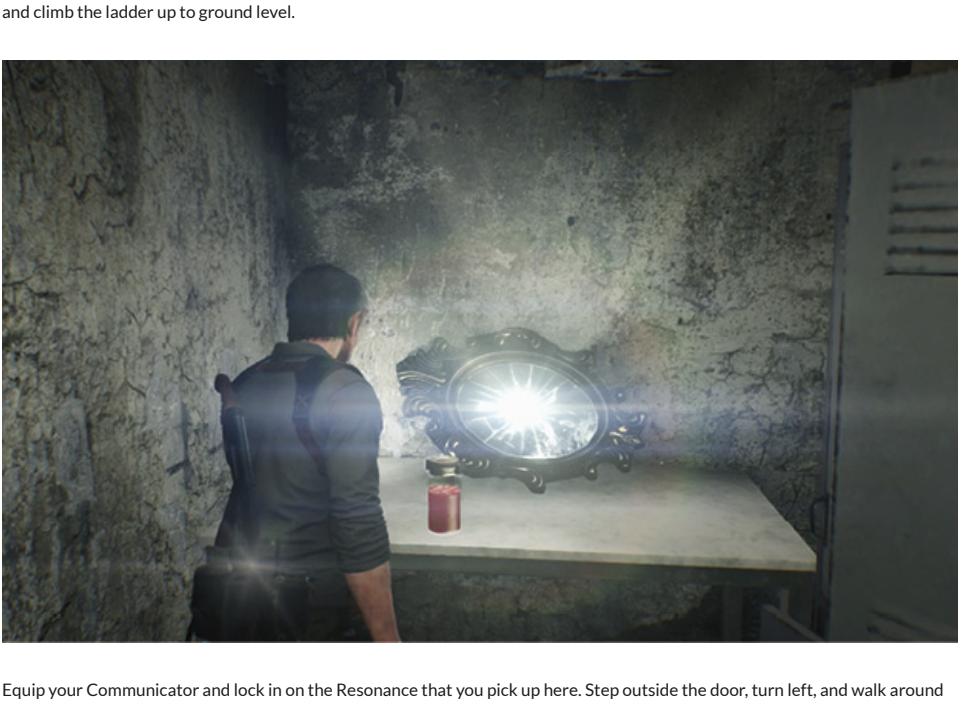


OVERVIEW

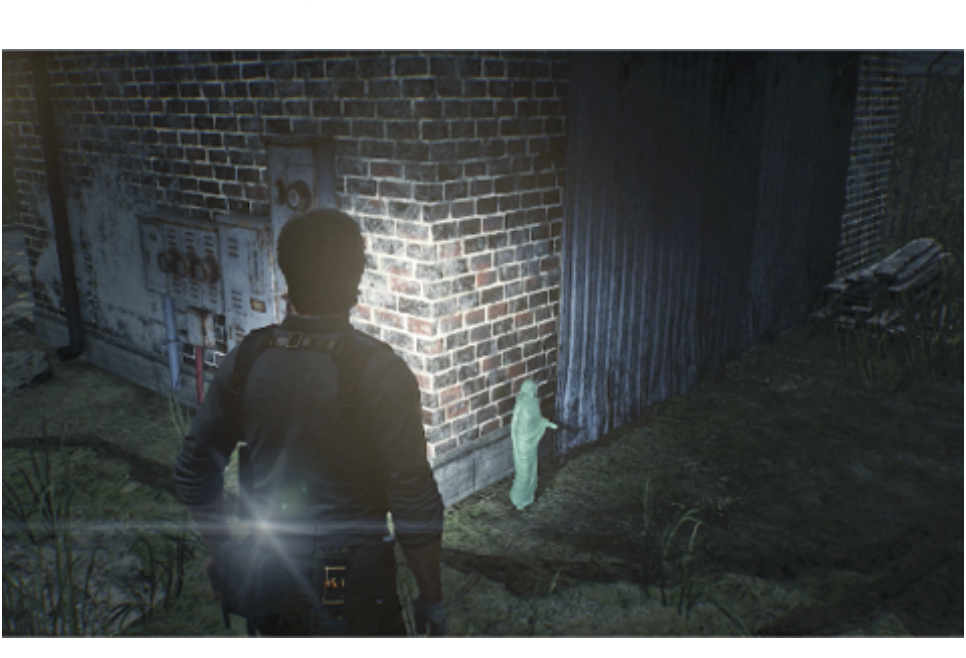


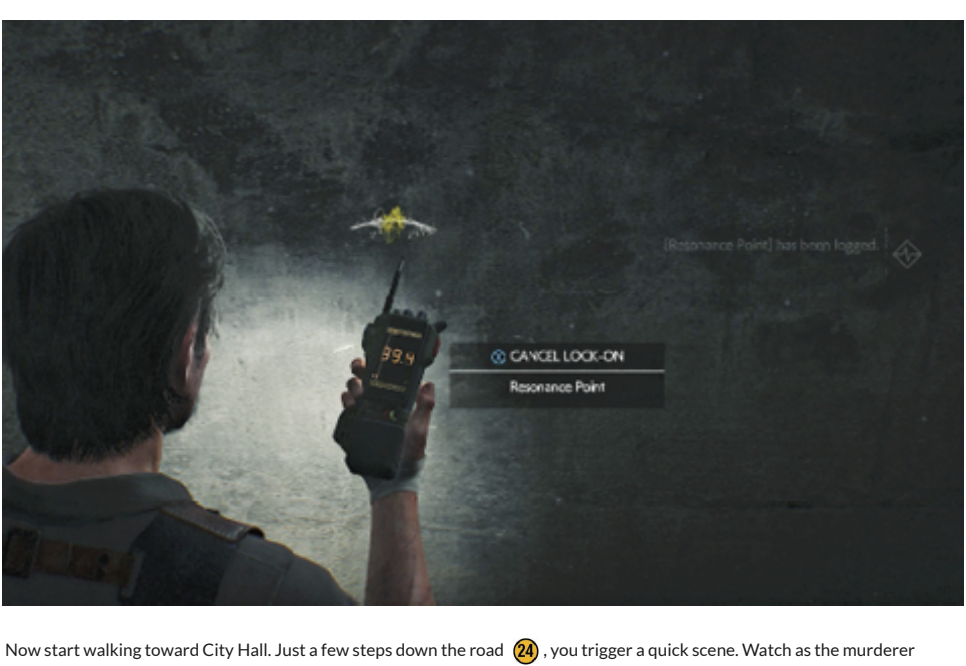
City Hall: Arrival

You made it! But the chapter isn't quite over yet. This is an underground Safe House (23) , so drink some coffee, grab the pickups (including a rare jar of Red Gel), and use the Save Terminal. This is also a good place to use the Mirror to travel back to Sebastian's Room for a round of skill upgrades, Shooting Range practice, and maybe some Workbench use too. Then return via the Mirror and climb the ladder up to ground level.

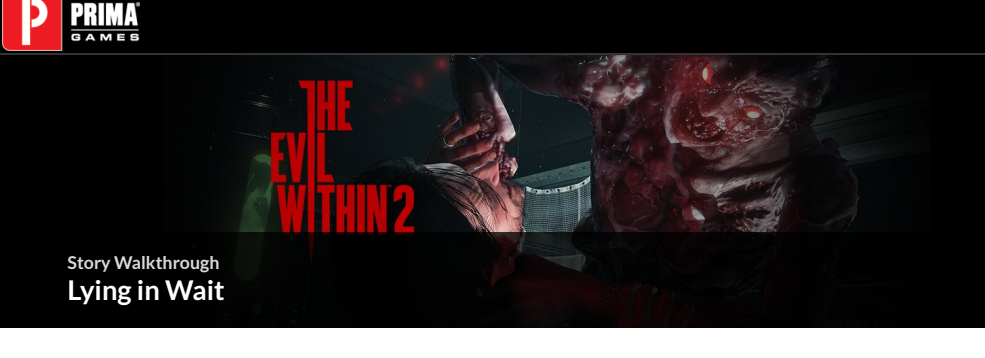


Equip your Communicator and lock in on the Resonance that you pick up here. Step outside the door, turn left, and walk around the brick hut to find a Locker Key statue just around the back corner.





Now start walking toward City Hall. Just a few steps down the road (24) , you trigger a quick scene. Watch as the murderer teleports in up ahead… and then the massive eye creature, the Aperture, flashes in the sky.

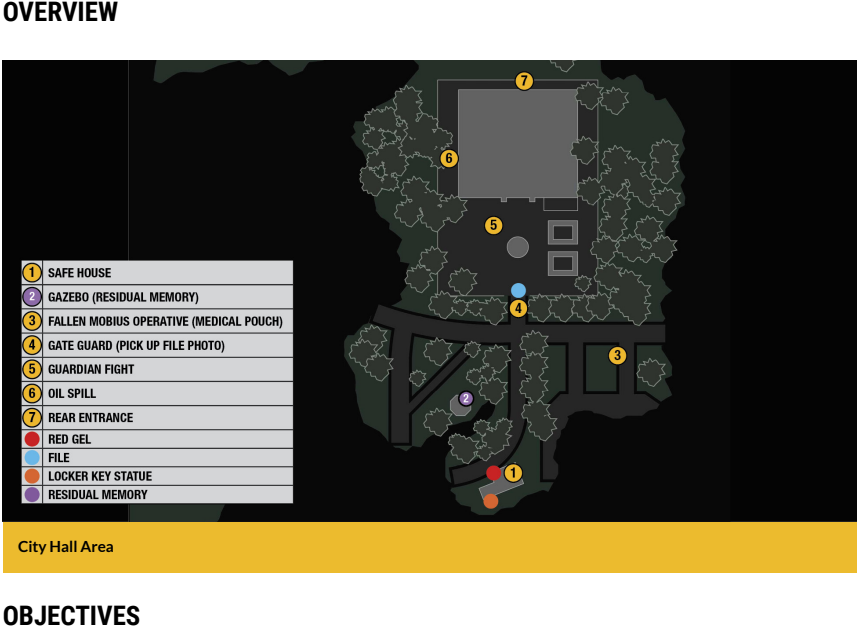


Story Walkthrough

Lying in Wait

City Hall looms ominously ahead under the watchful eye of the Aperture. Somewhere inside, a homicidal maniac who fancies himself an artist holds Lily captive. This chapter pits Sebastian against two boss-type monsters, although you *can* bypass the first one, if you want.

OVERVIEW



① SAFE HOUSE
② GAZEBO (RESIDUAL MEMORY)
③ FALLEN MOBIUS OPERATIVE (MEDICAL POUCH)
④ GATE GUARD (PICK UP FILE PHOTO)
⑤ GUARDIAN FIGHT
⑥ OIL SPILL
⑦ REAR ENTRANCE
RED GEL
FILE
LOCKER KEY STATUE
RESIDUAL MEMORY

City Hall Area

OBJECTIVES

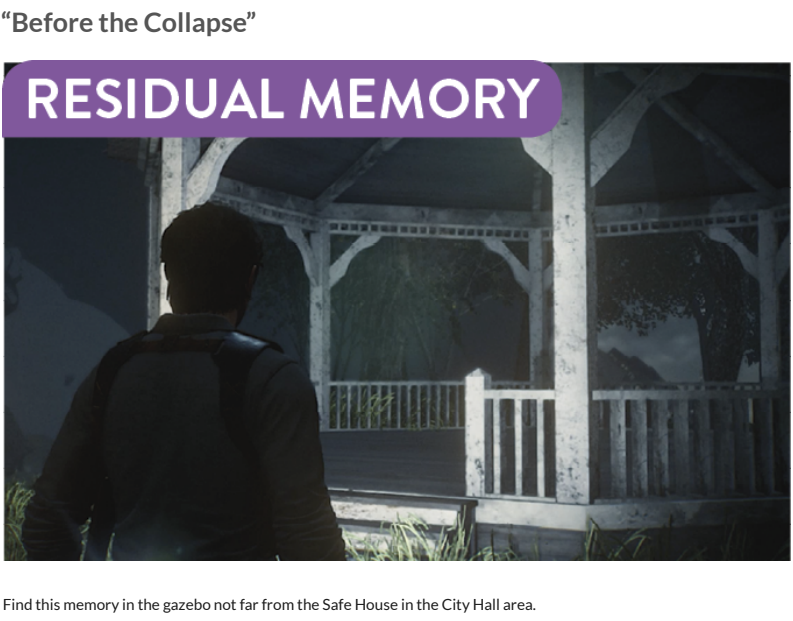
- Enter City Hall and search for Lily
- Find and activate the Stable Field Emitter on the second floor of City Hall
- Leave City Hall Collectibles
- 6 Files
- 1 Residual Memory

ENTER CITY HALL AND SEARCH FOR LILY

Find The Residual Memory

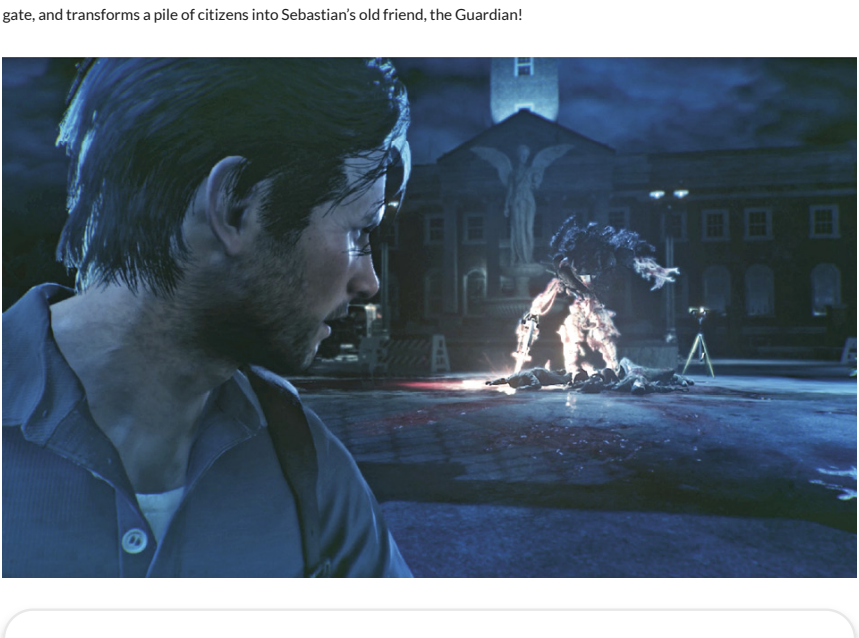
From the road, work your way over to the nearby gazebo ②. Step onto the platform and use your Communicator to tune into a citizen who professes to have been born and raised in Union. Sounds like the Mobius brainwashing was top notch. Then lock in on the Mobius operative ③ with a valuable Medical Pouch in the parking lot. You also find some Handgun Bullets and an Explosive Bolt. Nice haul!

"Before the Collapse"

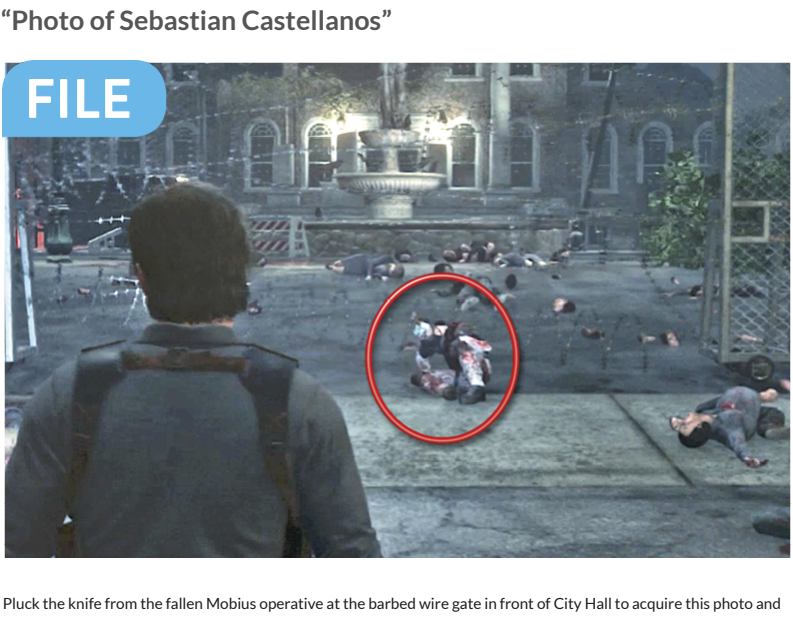


Find this memory in the gazebo not far from the Safe House in the City Hall area.

Head down the road to the City Hall gate ④ where a fallen Mobius guard has something on his mind. Take the photo stuck on the guard's head to trigger a major upheaval. The Aperture restructures City Hall, disintegrates the barbed wire blocking the gate, and transforms a pile of citizens into Sebastian's old friend, the Guardian!



"Photo of Sebastian Castellanos"

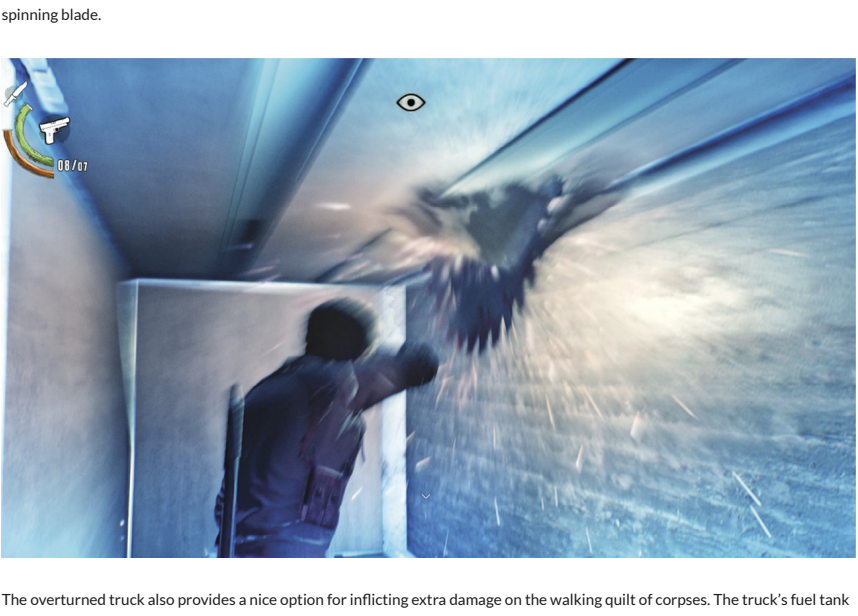


Pluck the knife from the fallen Mobius operative at the barbed wire gate in front of City Hall to acquire this photo and message.

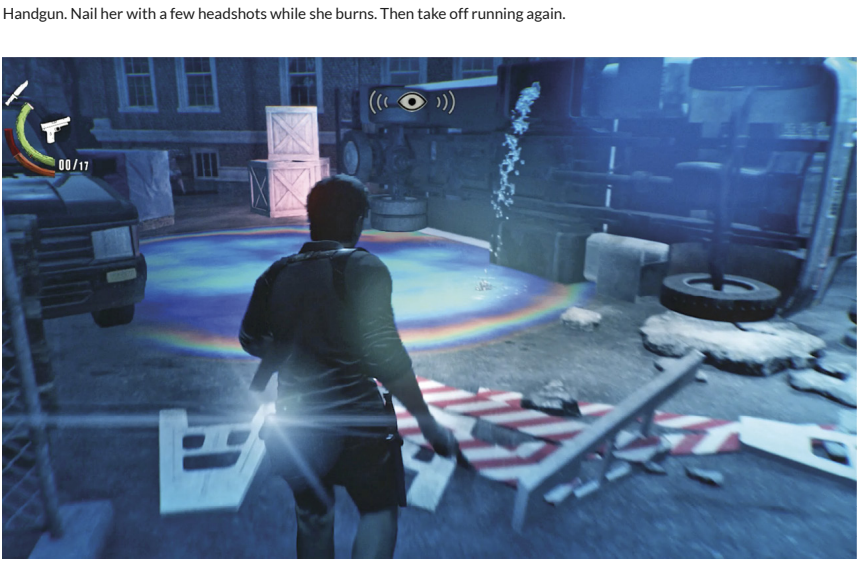
Option 1: Defeat The Guardian

The gate closes and locks behind Sebastian, creating what seems like an inescapable battle. But there is an escape route, which may become your only option if you expend your ammo without downing the Guardian. (We'll get to that shortly.)

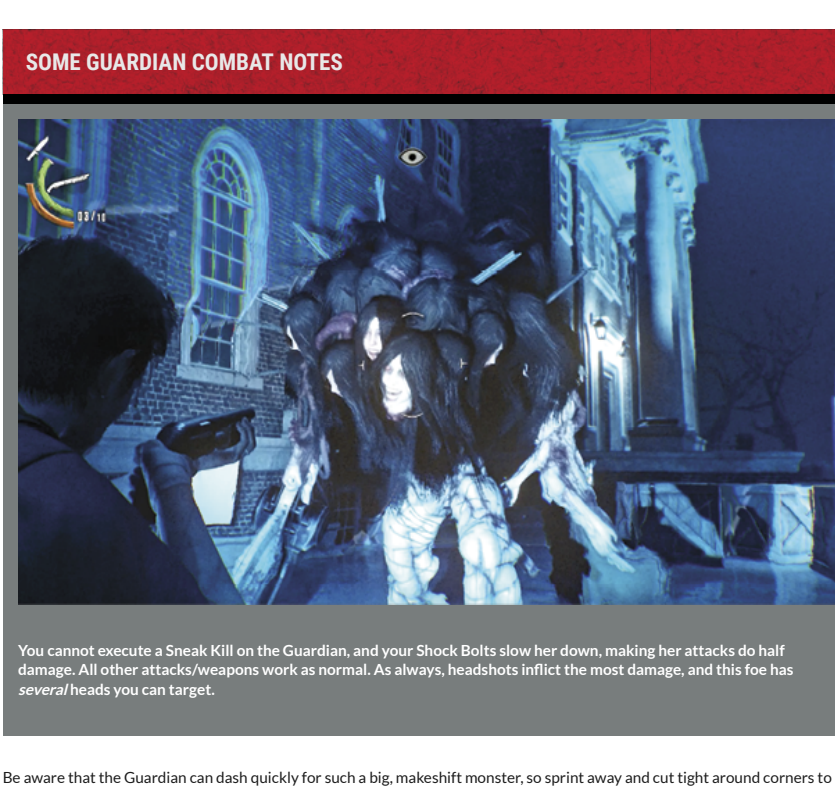
However, you can find plenty of ammo pickups around the arena to replenish your stock. For example, the back of the overturned truck ⑤ holds ammo for Handgun, Shotgun and some crossbow bolts too. An added bonus is that the Guardian can't follow you inside the truck's trailer… although she will slice through its roof with her chainsaw, so watch out for the spinning blade.



The overturned truck also provides a nice option for inflicting extra damage on the walking quilt of corpses. The truck's fuel tank leaks into a big flammable puddle. Lure the Guardian into the rainbow-hued fuel spill then turn and quickly ignite it with your Handgun. Nail her with a few headshots while she burns. Then take off running again.



SOME GUARDIAN COMBAT NOTES



You cannot execute a Sneak Kill on the Guardian, and your Shock Bolts slow her down, making her attacks do half damage. All other attacks/weapons work as normal. As always, headshots inflict the most damage, and this foe has several heads you can target.

Be aware that the Guardian can dash quickly for such a big, makeshift monster, so sprint away and cut tight around corners to get her off your back. You can also hustle into chain-link enclosures on either side of the arena; Sebastian shuts the gate behind him, and it takes the Guardian several seconds to cut through the fencing. During that time, you can pepper her with shotgun blasts through the chain link.

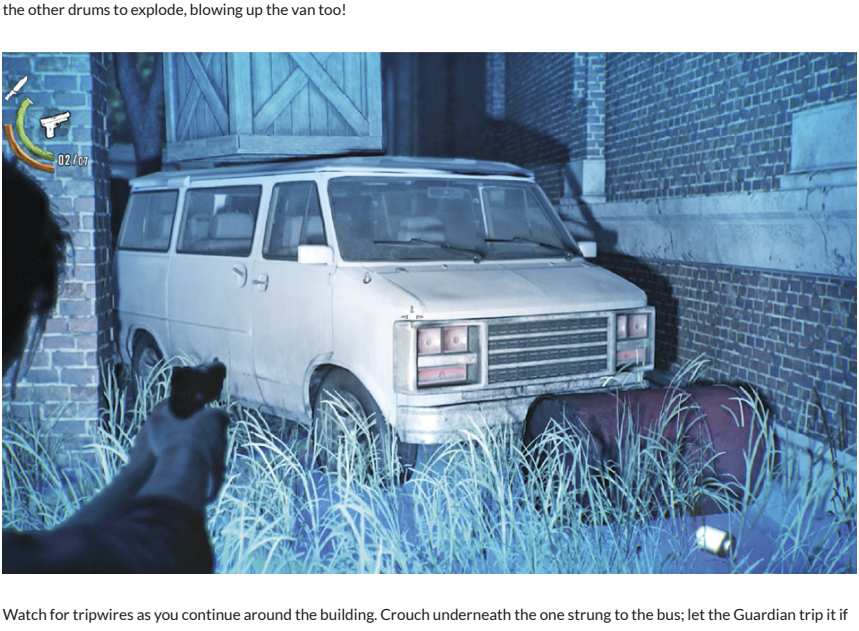
Note that several tripwires are stretched across parts of the arena too. Tripping these wires will slow down time, letting you aim and fire more accurately at the Guardian's heads. When the monster finally drops, the barbed wire blocking the City Hall's front entrance disintegrates. You can go right in the front door and find Miles Harrison, one of the Mobius Search Team members, sprawled on the floor in front of the reception desk.

HARRISON'S LOCATION

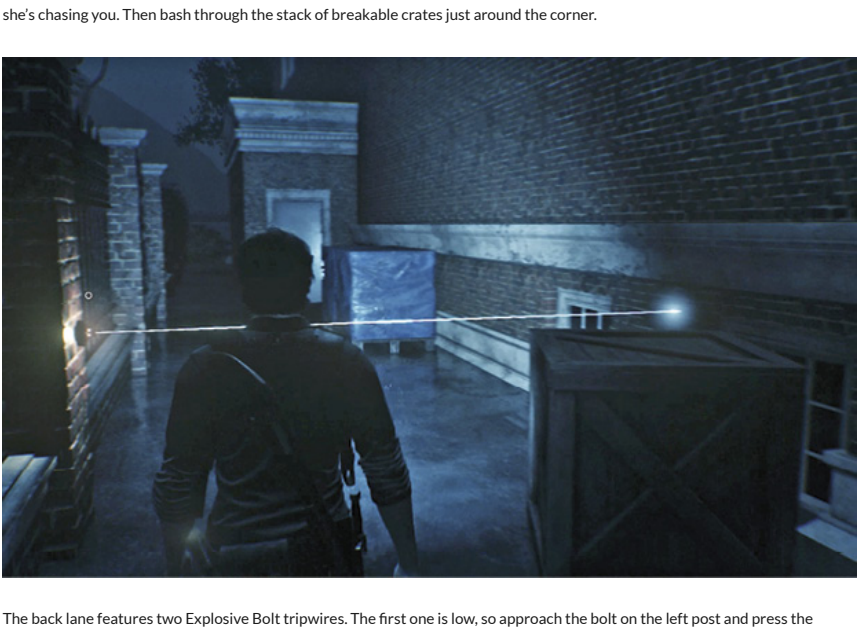
Harrison is in a different spot depending on which door you enter. If you kill the Guardian and enter via the front door, Harrison is just inside, by the main reception desk. If you evade the Guardian and come in the back entrance, you find Harrison in the Mailroom near a Save Terminal.

Option 2: Evade The Guardian

As long as you dodge the Guardian's chainsaw attacks and use the arena's obstacles to cut off her pursuit, you can wear her down with your guns and crossbow bolts. But another option is to sprint around the left side of the building, where you find three oil drums next to a white delivery van ⑥ blocking the side passage. Kick over one drum and shoot its spilled oil; the flames cause the other drums to explode, blowing up the van too!

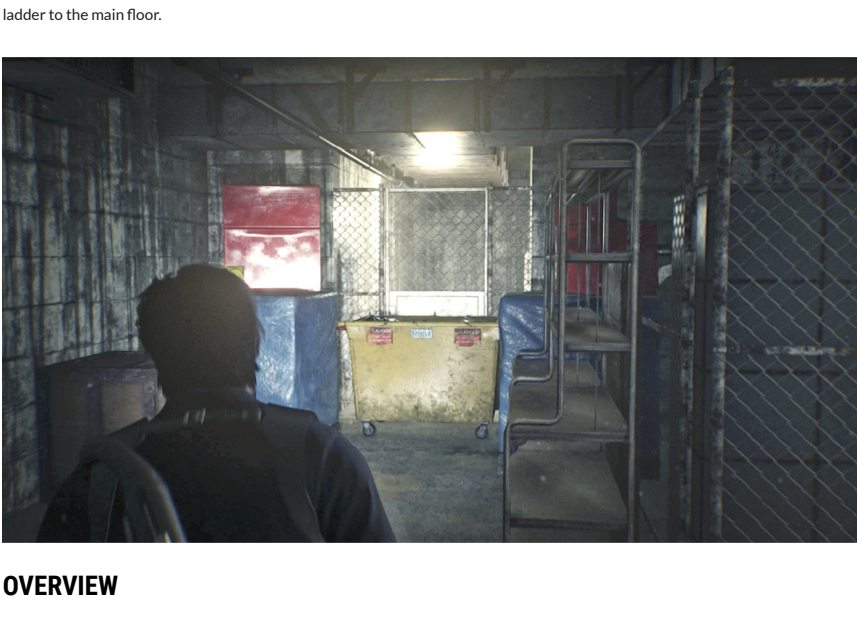


Watch for tripwires as you continue around the building. Crouch underneath the one strung to the bus; let the Guardian trip it if she's chasing you. Then bash through the stack of breakable crates just around the corner.

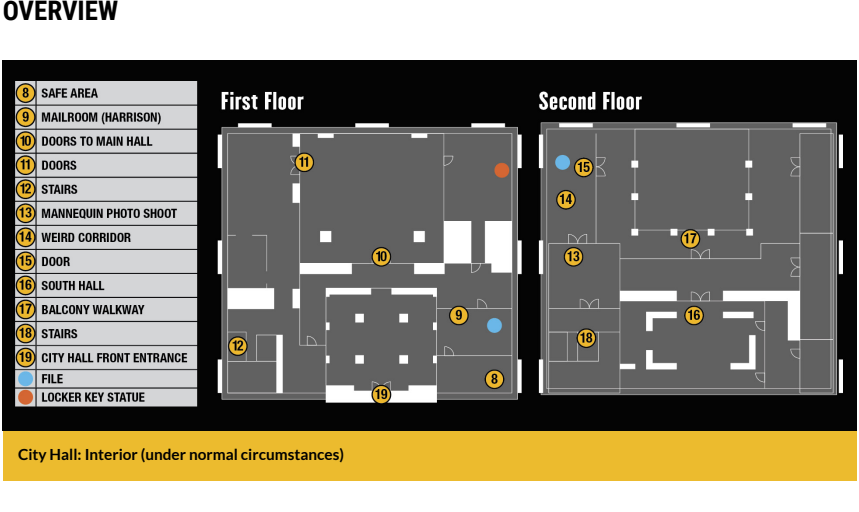


The back lane features two Explosive Bolt tripwires. The first one is low, so approach the bolt on the left post and press the Operate button indicated to collect it. The second Explosive Bolt tripwire is high enough to crouch underneath; if the Guardian is chasing you, she hits the wire and trips the explosive!

When you finally reach the rear entrance ⑦, the door is jammed so keep tapping the control button indicated onscreen until Sebastian shoulder-bashes it open. Safe at last! Descend the stairs and move with caution through the power housings in the room—a pair of Lost are roaming this basement. Dispatch them and continue to the gate blocked by a yellow dumpster. Go around the stacks to the right to reach the dumpster's side then push it against the far wall. Then open the gate and climb the ladder to the main floor.



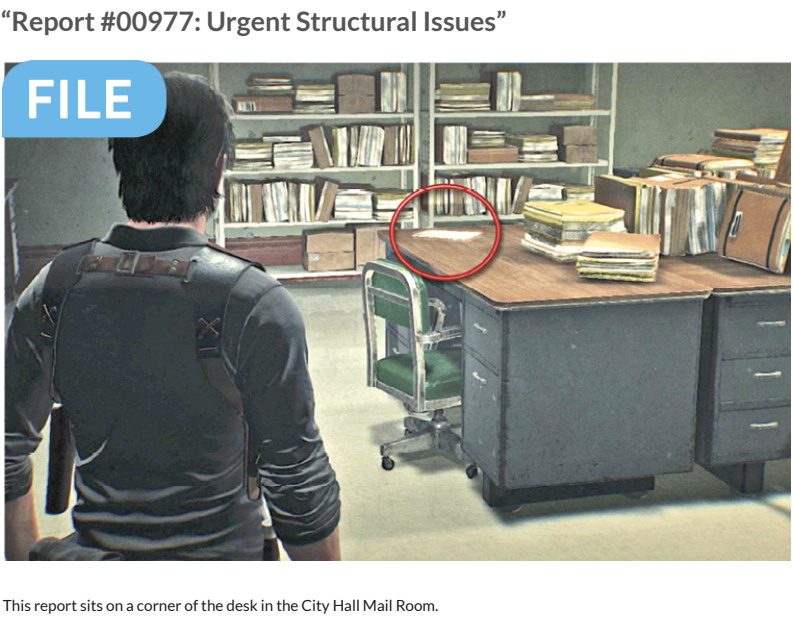
OVERVIEW



City Hall: Interior (under normal circumstances)

You emerge in a back office ⑧ with a Workbench and Save Terminal. In the next office, the Mail Room, you find Harrison dying on the floor ⑨. He manages to direct Sebastian to the Stable Field Emitter on the second floor, and hands over his Communicator to start it up. He says if the Emitter isn't turned back on soon, Union will completely collapse. After the scene, grab the report on the nearby desk.

"Report #00977: Urgent Structural Issues"



This report sits on a corner of the desk in the City Hall Mail Room.

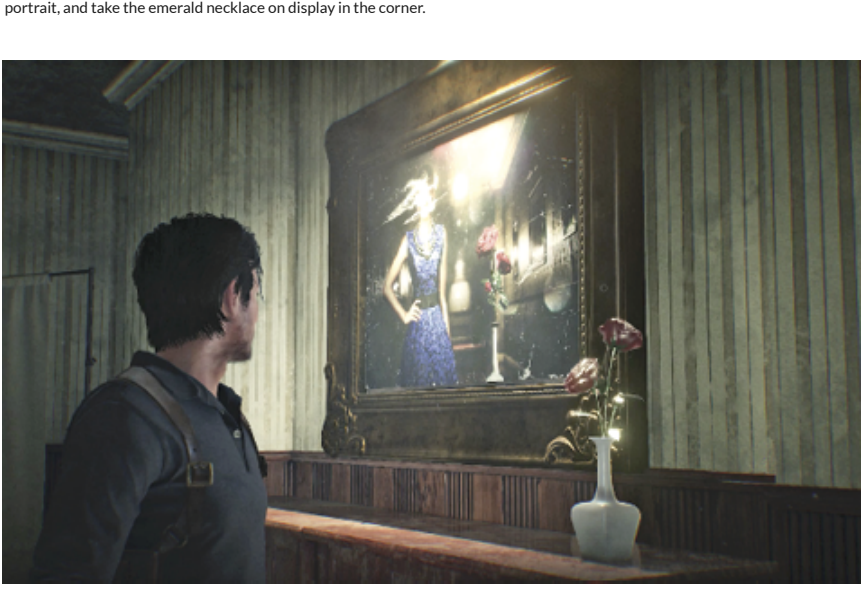
FIND AND ACTIVATE THE STABLE FIELD EMITTER ON THE SECOND FLOOR OF CITY HALL

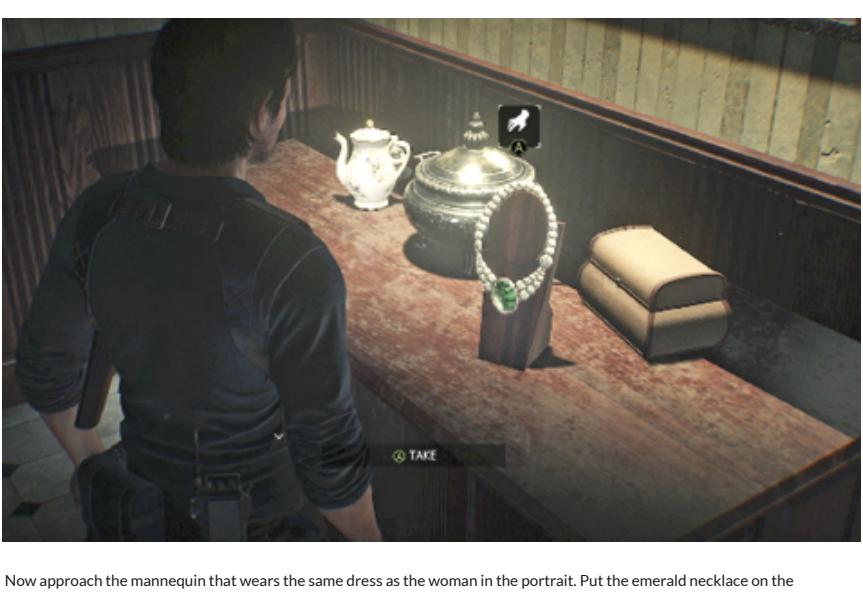
First Floor

Exit the MailRoom, head left down the corridor. To the left is the Entrance hall (with some pickup items); to the right are doors ⑩ to the Main Hall with one of those familiar gold nameplates (this one for "Jonah Constant") that suggest gruesome art lies within. Enter to hear familiar music and find another "frozen in time" exhibit, starring another Mobius security officer. Turn left and head through another set of double-doors ⑪ into a hall that leads to the staircase ⑫.

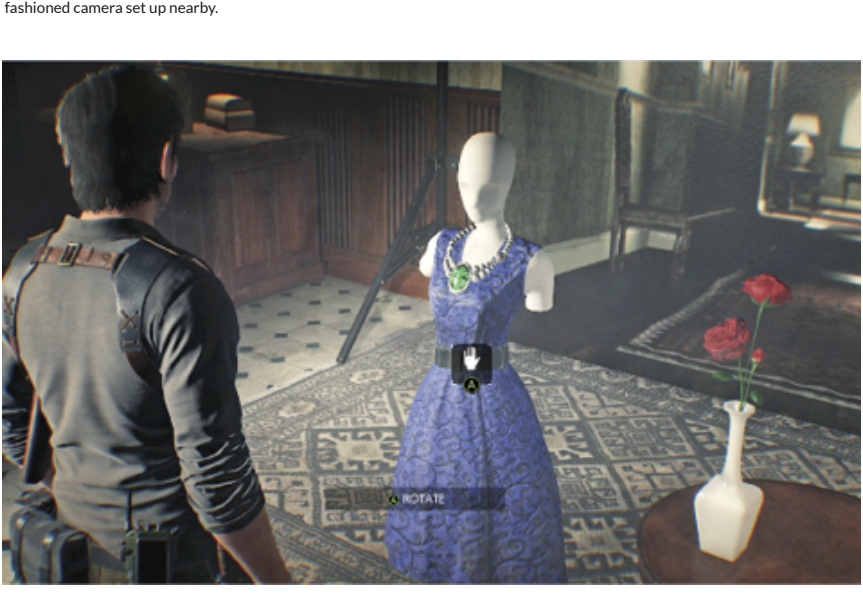
Second Floor

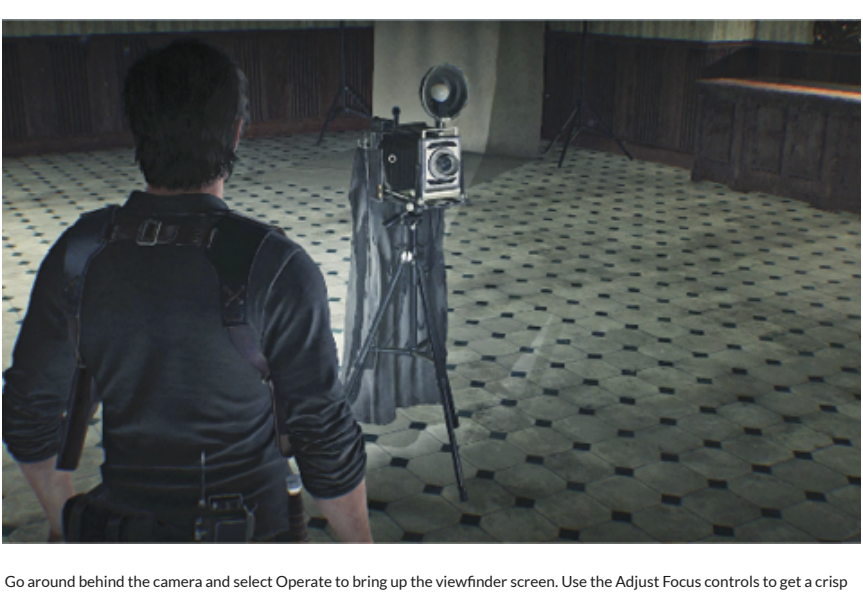
From the top of the stairs, push through the black drapes into an area set up for a photo shoot ⑬ with a mannequin in front of a painted backdrop of a hallway. First, investigate the large portrait on the left wall—the woman's face has been scraped off. Note that she's wearing an emerald necklace and stands next to a vase of red roses. Grab the actual roses from the vase next to the portrait, and take the emerald necklace on display in the corner.



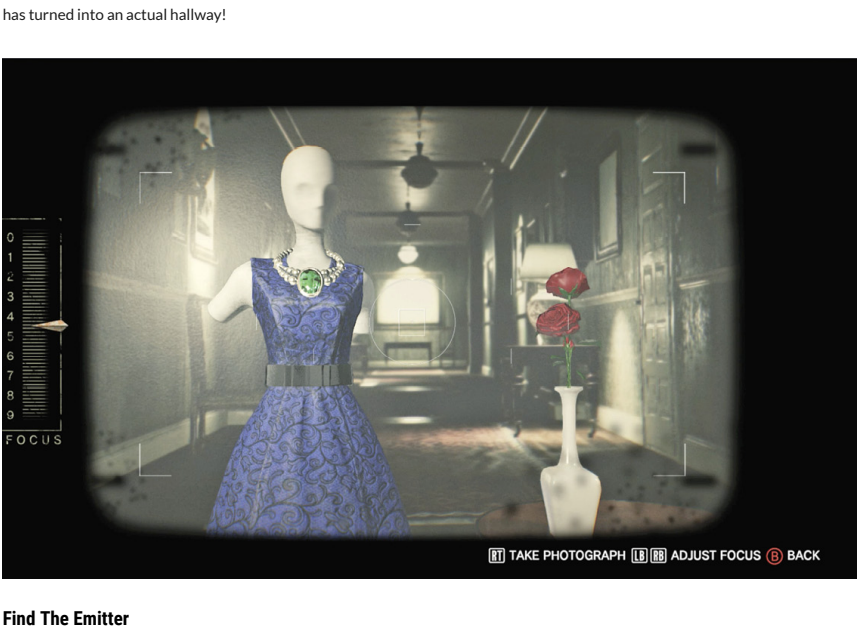


Now approach the mannequin that wears the same dress as the woman in the portrait. Put the emerald necklace on the mannequin and place the roses in the empty vase next to it. Then rotate the mannequin so she faces directly toward the old-fashioned camera set up nearby.



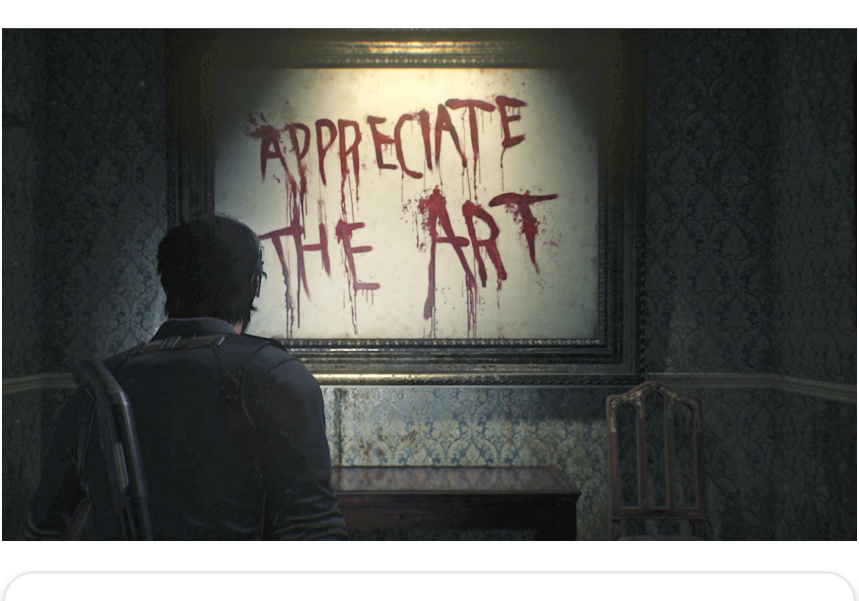


Go around behind the camera and select Operate to bring up the viewfinder screen. Use the Adjust Focus controls to get a crisp focus, then press the Take Photograph control. When you back away from the camera, you discover that the painted backdrop has turned into an actual hallway!

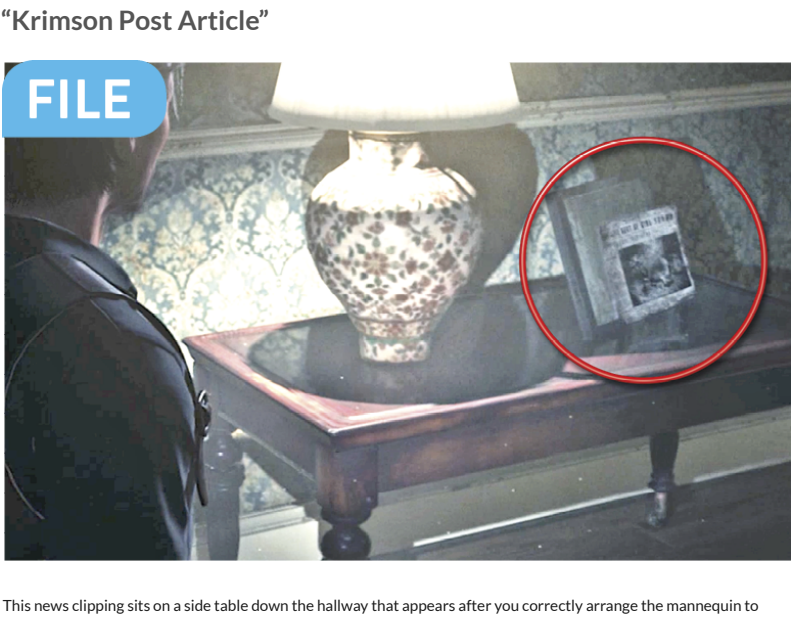


Find The Emitter

Start moving down the hallway ⑭. A number of the hanging frames are blank, but a few have photos with title plates mounted underneath. As you approach each of these, a display light hits it. Investigate all four of them: Afterglow, Innocent Gift, Bouquet, and Glory. Check out the oddly ticking wall clock too, with its stopped pendulum. And don't miss the Krimson Post newspaper article, propped against a frame on the side table. (Tip: Read the article and note the quote attributed to the decapitated woman's "longtime friend and photographer Stefano Valentini.") Then investigate the message scrawled in blood on the big frame at the end of the hall.



"Krimson Post Article"

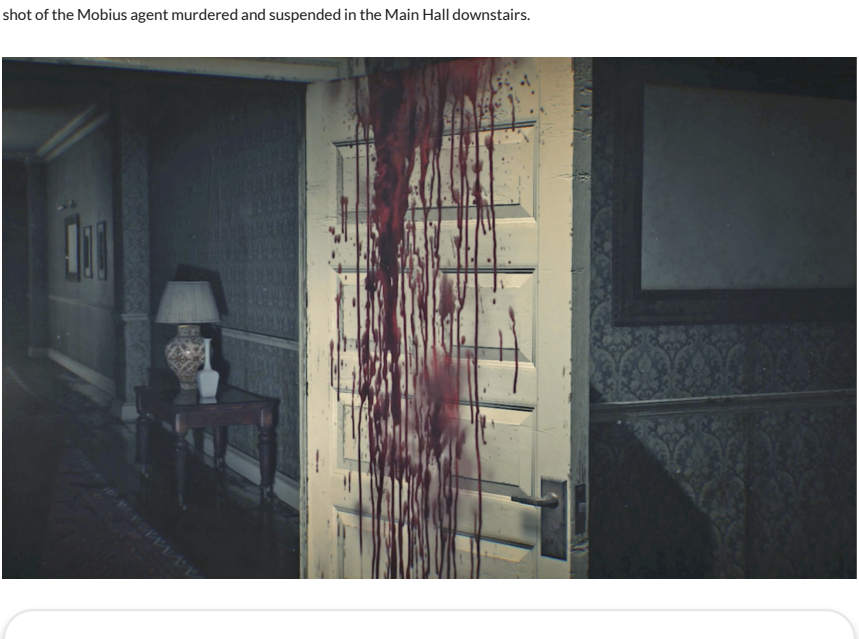


This news clipping sits on a side table down the hallway that appears after you correctly arrange the mannequin to match the wall portrait and then snap its photo with the old camera.

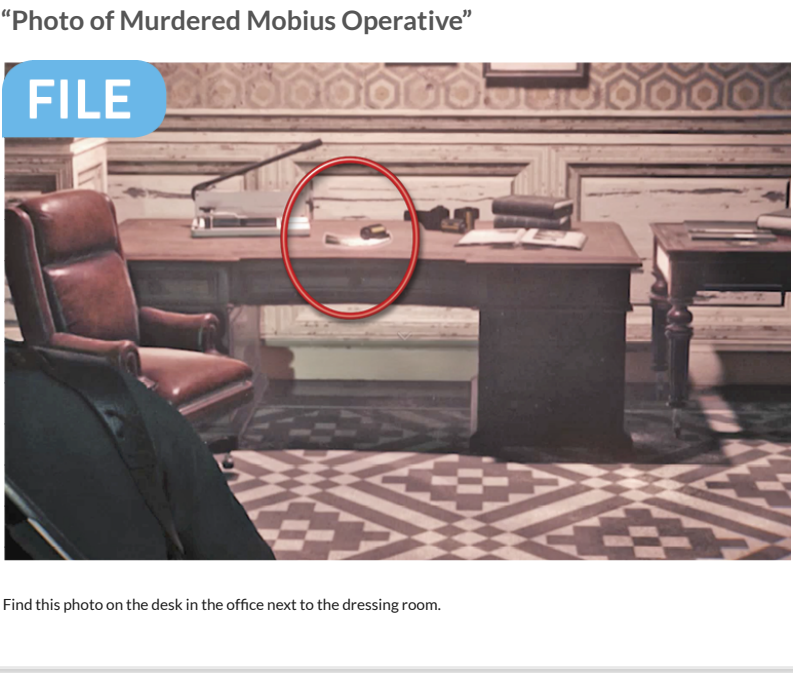
After you turn away, you hear a sound behind you.

Turn to see that the frame at the end of the hall now holds a different portrait! You hear a pounding on the door ⑮ just up the hallway. As you approach this pounding, the "Innocent Gift" frame falls off the wall and the door opens, smeared with blood on the inside.

Follow the next corridor to the end and listen to the accented voice speak of "death preserved on silver nitrate." Turn back and retrace your steps to find that the door is gone. But then a new door appears behind you and opens. Go through to find a dressing room with a row of changing booths and some mannequins. In the office next door, pick up the photo sitting on the desk. It's a shot of the Mobius agent murdered and suspended in the Main Hall downstairs.

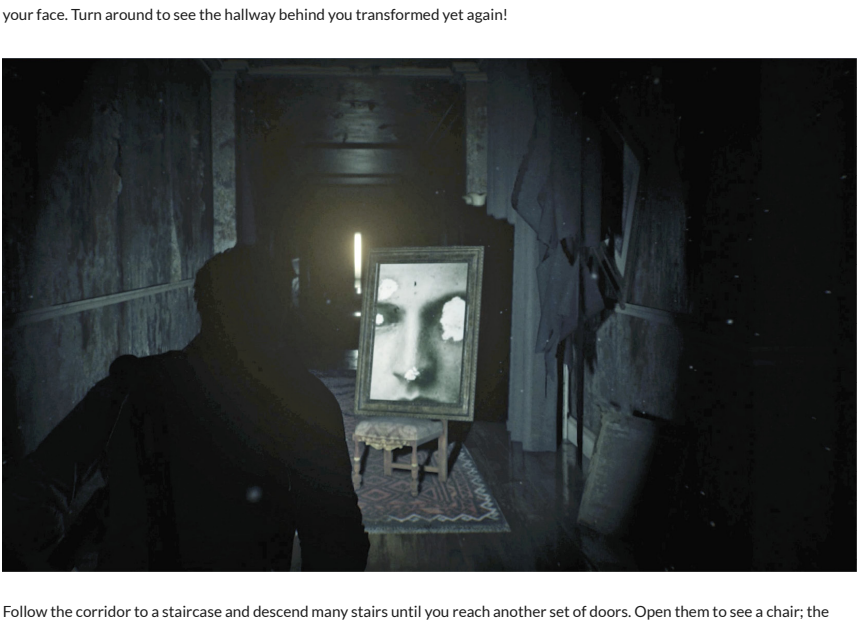


"Photo of Murdered Mobius Operative"

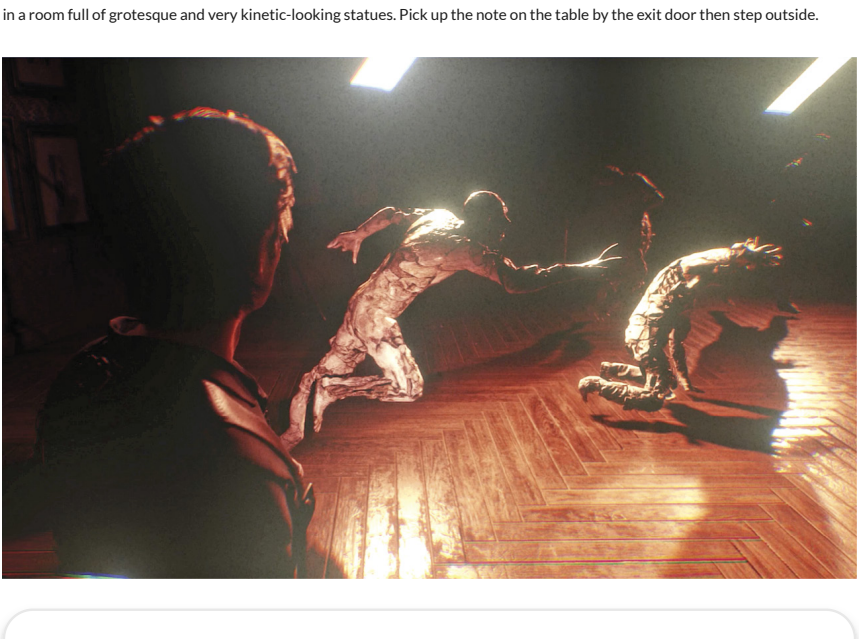


Find this photo on the desk in the office next to the dressing room.

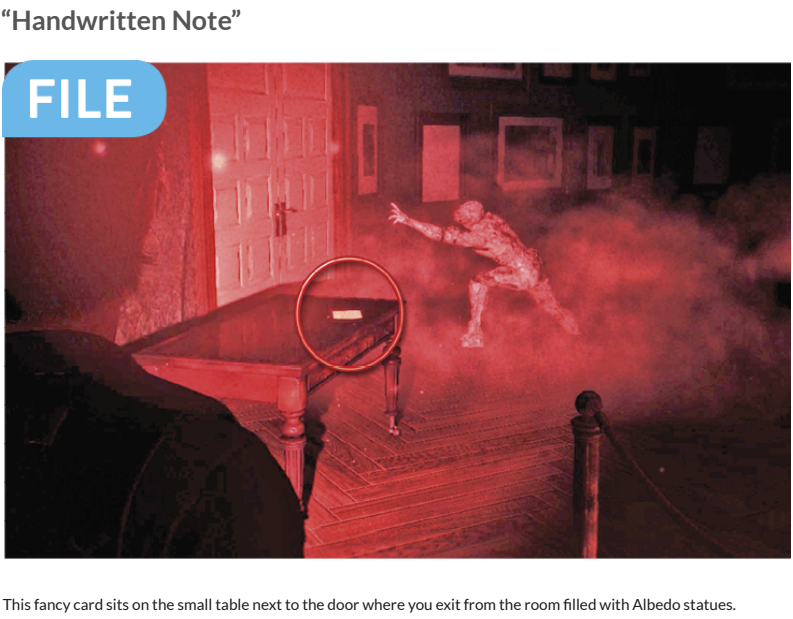
Exit via the dressing room to find the hallway altered again. Turn right and follow it around the corner to the right; you see the deranged photographer at the end, snapping a sequence of photos of you. Move toward him until he chuckles and doors slam in your face. Turn around to see the hallway behind you transformed yet again!



Follow the corridor to a staircase and descend many stairs until you reach another set of doors. Open them to see a chair; the emerald necklace and roses lie on the floor next to it. Approach the chair to trigger a short but disturbing cinematic. You end up in a room full of grotesque and very kinetic-looking statues. Pick up the note on the table by the exit door then step outside.



"Handwritten Note"



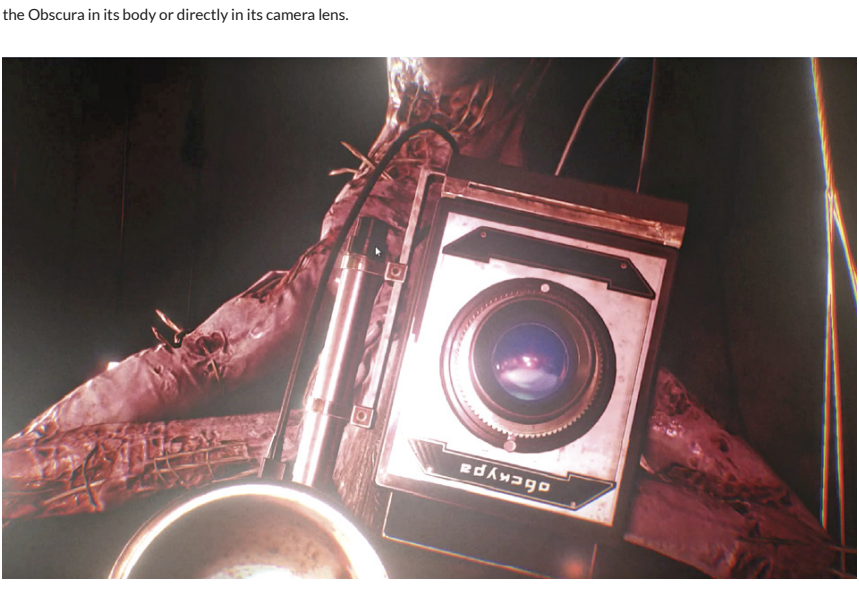
This fancy card sits on the small table next to the door where you exit from the room filled with Albedo statues.

Will the weirdness never end? Proceed down another dark hallway hung with grisly framed photos and go through the doors at the end to find yourself back in the hall where you photographed the mannequin! But now there's an open doorway to the right.

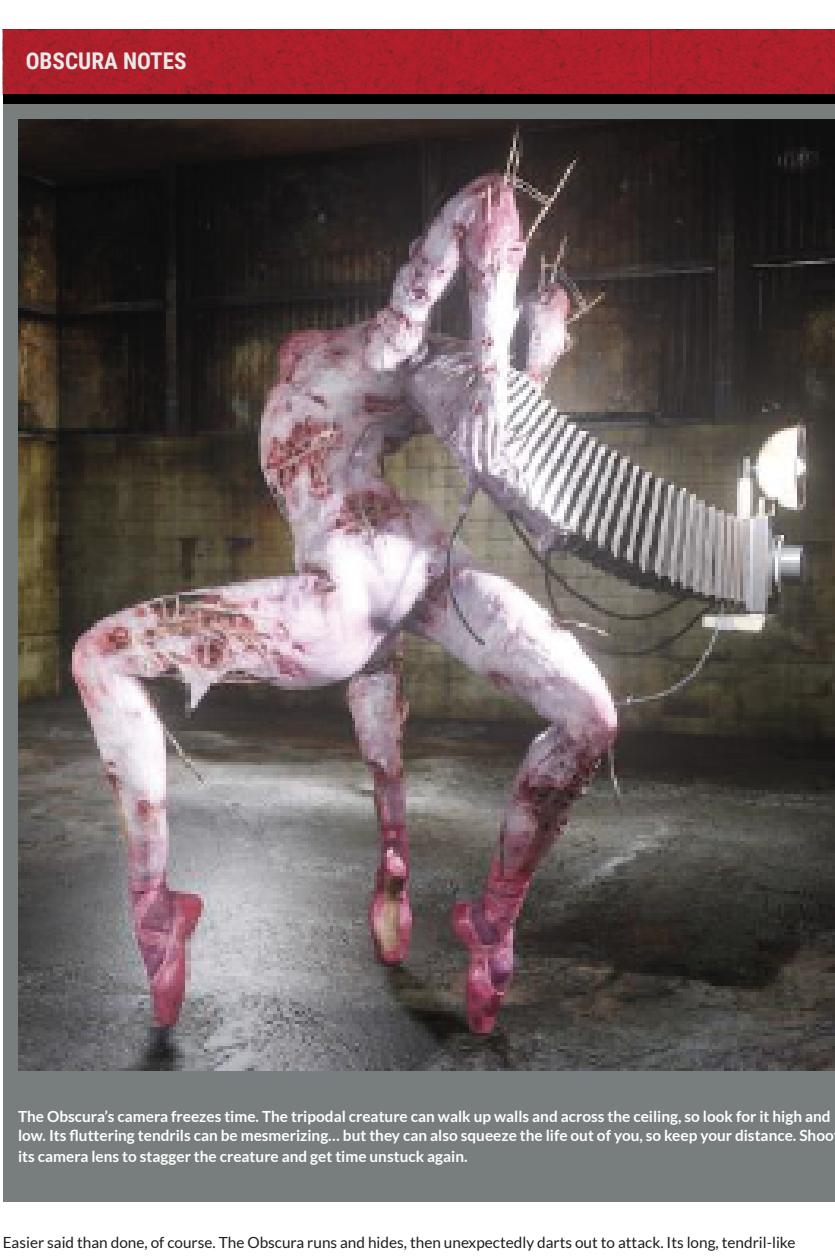
Go through it and find the ammo stashed directly ahead. (As veteran gamers know, this is usually a sign that you've got some shooting to do real soon.) Turn right and step into the South Hall ⑯ to see the Stable Field Emitter. Activate it to trigger a cutscene: Sebastian initiates a 90-second restart sequence. Then he meets the murdering photographer at last. His name is Stefano. Soon you meet his three-legged, ceiling-crawler of a creation as well: The Obscura.

Defeat The Obscura!

Here comes your second boss battle of the chapter. When the Obscura takes a photo, time freezes for its photographic target. Thus, whenever Stefano's creation snaps a shot of the Stable Field Emitter, the restart countdown stops. (The Emitter's timer appears onscreen, so you can monitor it throughout the fight.) To break the time-freeze and start the timer again, you must shoot the Obscura in its body or directly in its camera lens.

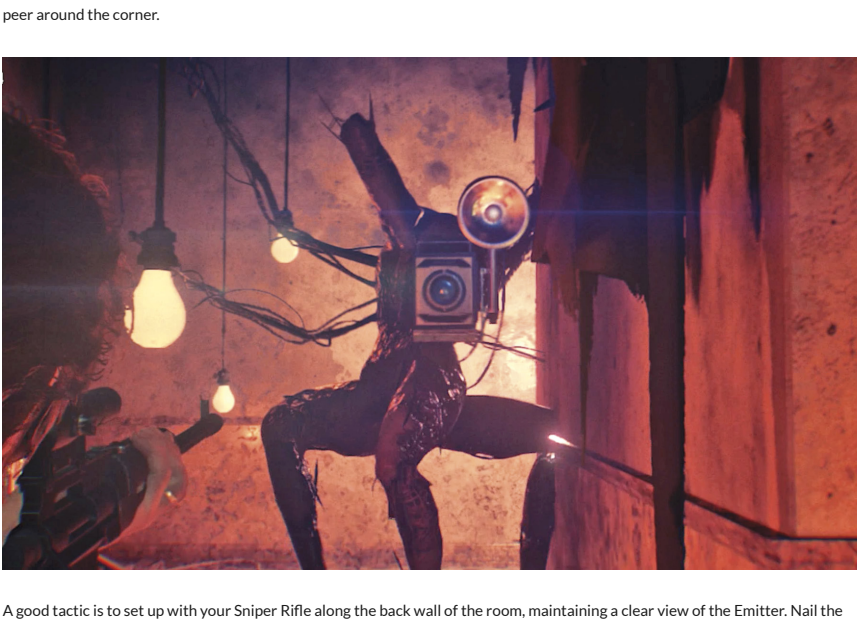


OBSCURA NOTES

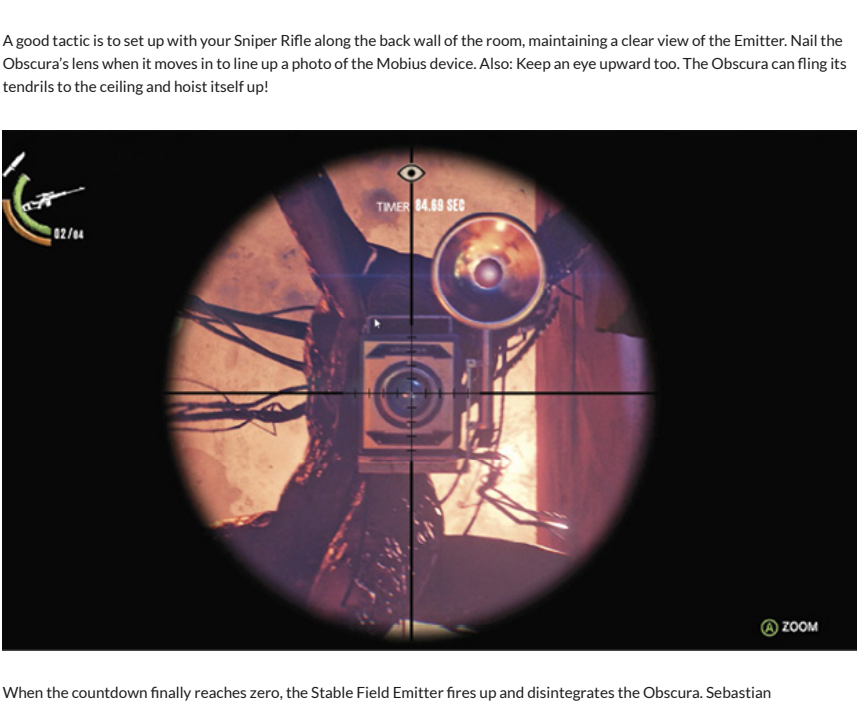


The Obscura's camera freezes time. The tripodal creature can walk up walls and across the ceiling, so look for it high and low. Its fluttering tendrils can be mesmerizing… but they can also squeeze the life out of you, so keep your distance. Shoot its camera lens to stagger the creature and get time unstuck again.

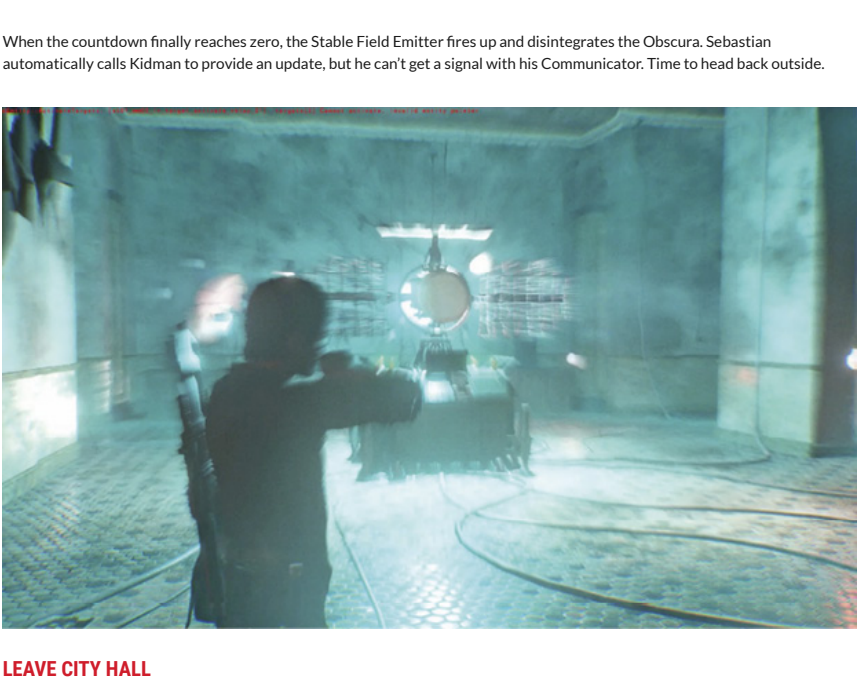
Easier said than done, of course. The Obscura runs and hides, then unexpectedly darts out to attack. Its long, tendril-like appendages are deadly if they can grab Sebastian, so keep your distance and use cover. When the Obscura decides to pursue you, dash quickly around corners then turn and back away while aiming, ready to shoot the moment you see the monster's camera peer around the corner.



A good tactic is to set up with your Sniper Rifle along the back wall of the room, maintaining a clear view of the Emitter. Nail the Obscura's lens when it moves in to line up a photo of the Mobius device. Also: Keep an eye upward too. The Obscura can fling its tendrils to the ceiling and hoist itself up!



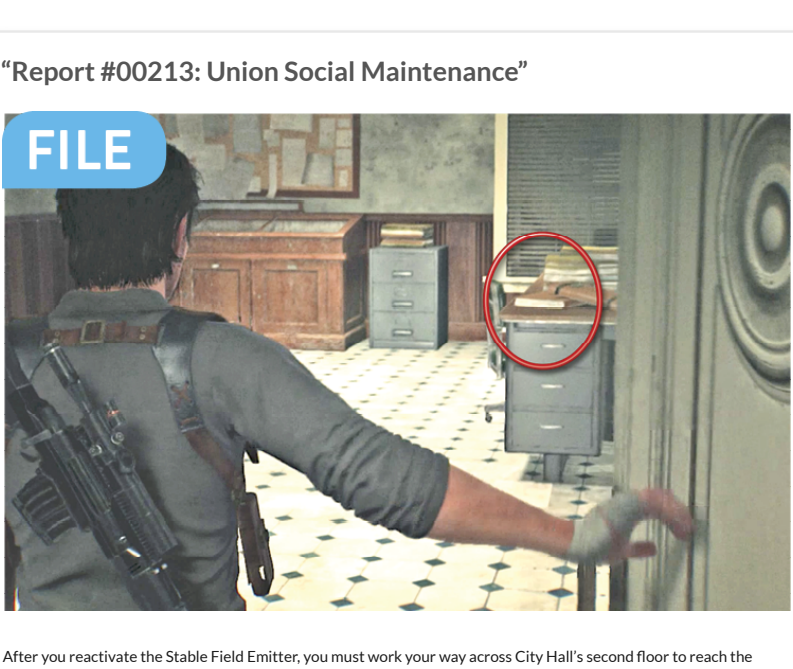
When the countdown finally reaches zero, the Stable Field Emitter fires up and disintegrates the Obscura. Sebastian automatically calls Kidman to provide an update, but he can't get a signal with his Communicator. Time to head back outside.



LEAVE CITY HALL

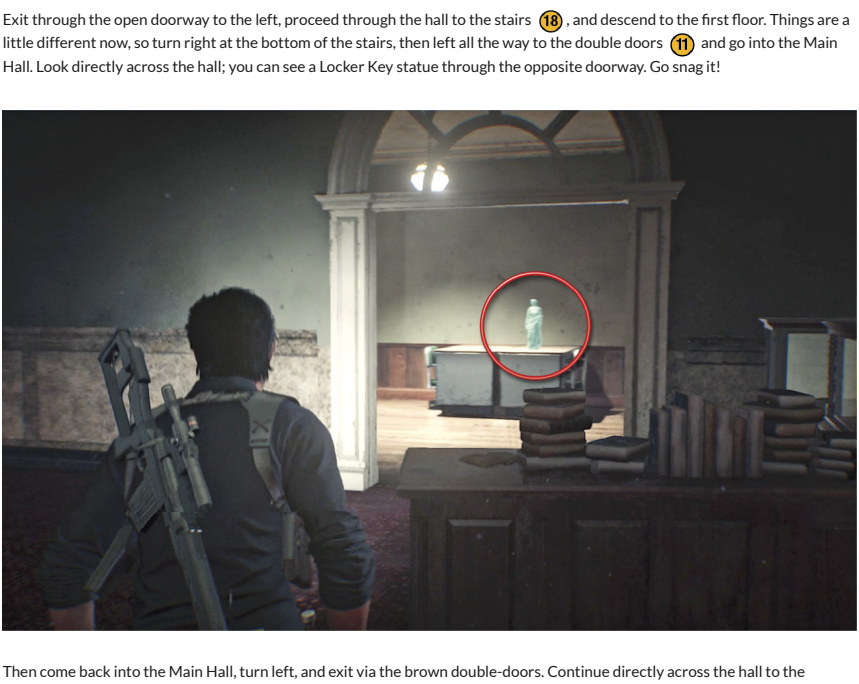
Exit via the South Hall's main doors and continue straight ahead through the next doorway onto the balcony walkway ⑰ overlooking the First Floor below. Turn left and loot the supply bag loaded with pickups sitting on a bench next to the wall. Keep following the walkway to the next set of doors and enter the office to find a folder on the center desk.

"Report #00213: Union Social Maintenance"

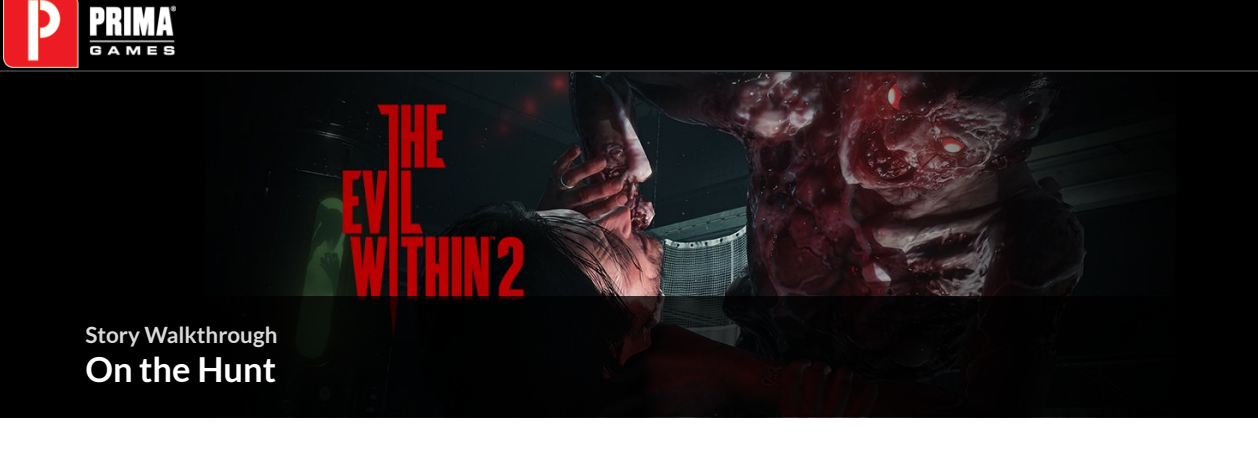


After you reactivate the Stable Field Emitter, you must work your way across City Hall's second floor to reach the stairs. Look for this folder on a desk in the middle of the office area that you pass through on your way outside.

Exit through the open doorway to the left, proceed through the hall to the stairs ⑱, and descend to the first floor. Things are a little different now, so turn right at the bottom of the stairs, then left all the way to the double doors ⑪ and go into the Main Hall. Look directly across the hall; you can see a Locker Key statue through the opposite doorway. Go snag it!



Then come back into the Main Hall, turn left, and exit via the brown double-doors. Continue directly across the hall to the Entrance lobby then leave City Hall via the front entrance ⑲. This exit triggers a long cutscene: Kidman contacts Sebastian, and they discuss the situation. Then Sebastian calls O'Neal, and they discuss the next move. Looks like Stefano has moved his base of operations to the Grand Theater in the Union Business District.

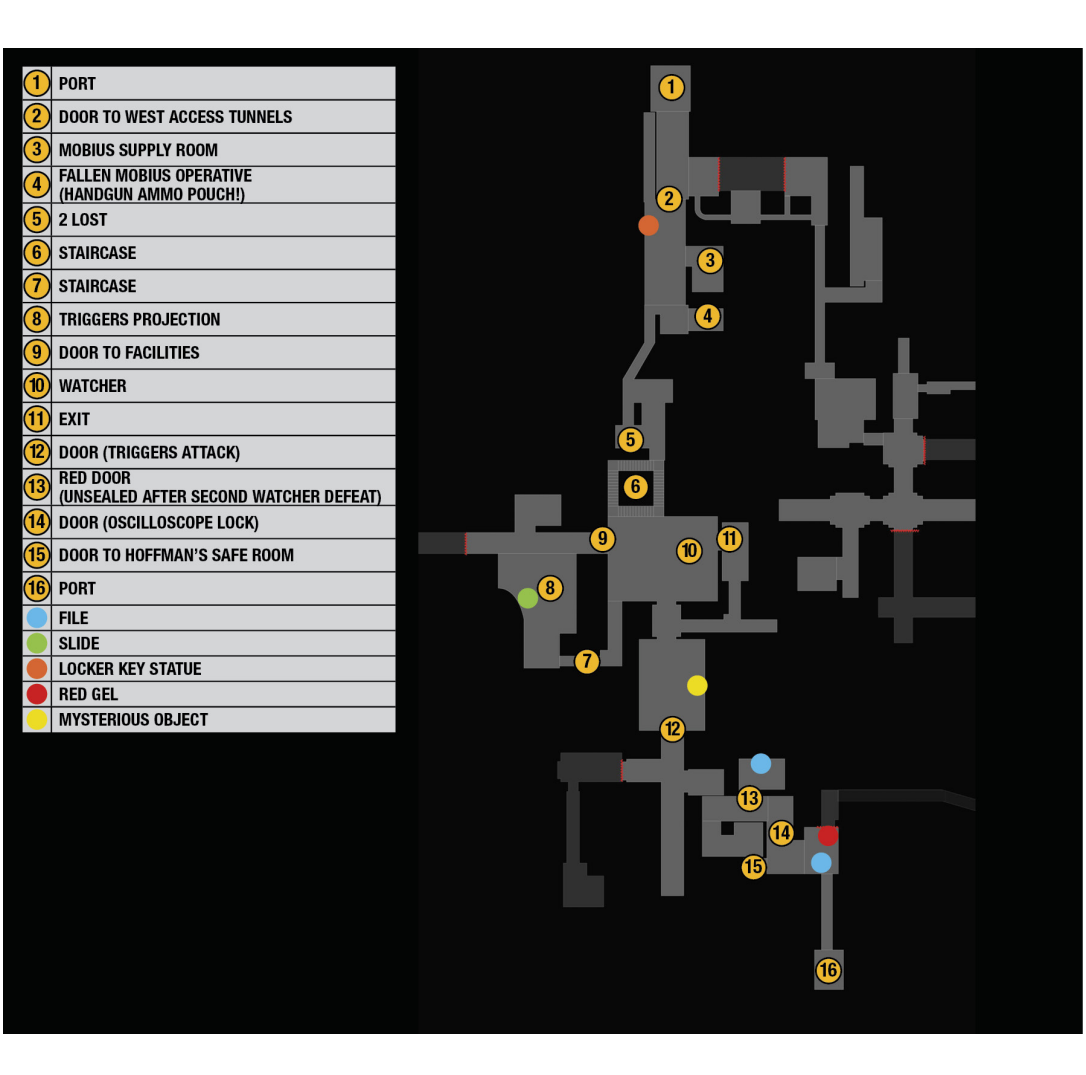


Story Walkthrough

On the Hunt

The Aperture hunkers over the chunk of Union in the "sky" where the Theater sits. To get after Stefano at the Theater, Sebastian must work down through The Marrow's West Access Tunnels to the Facilities sector and find Exit D5. O'Neal tells Sebastian that the Stable Field Emitter has done its job. Parts of The Marrow have been reopened and stabilized for now, anyway.

OVERVIEW



OBJECTIVES

- Pass through The Marrow and search for Exit D5
- Investigate the Theater Collectibles
- 2 Files
- 1 Slide
- 1 Residual Memory

PASS THROUGH THE MARROW AND SEARCH FOR EXIT D5

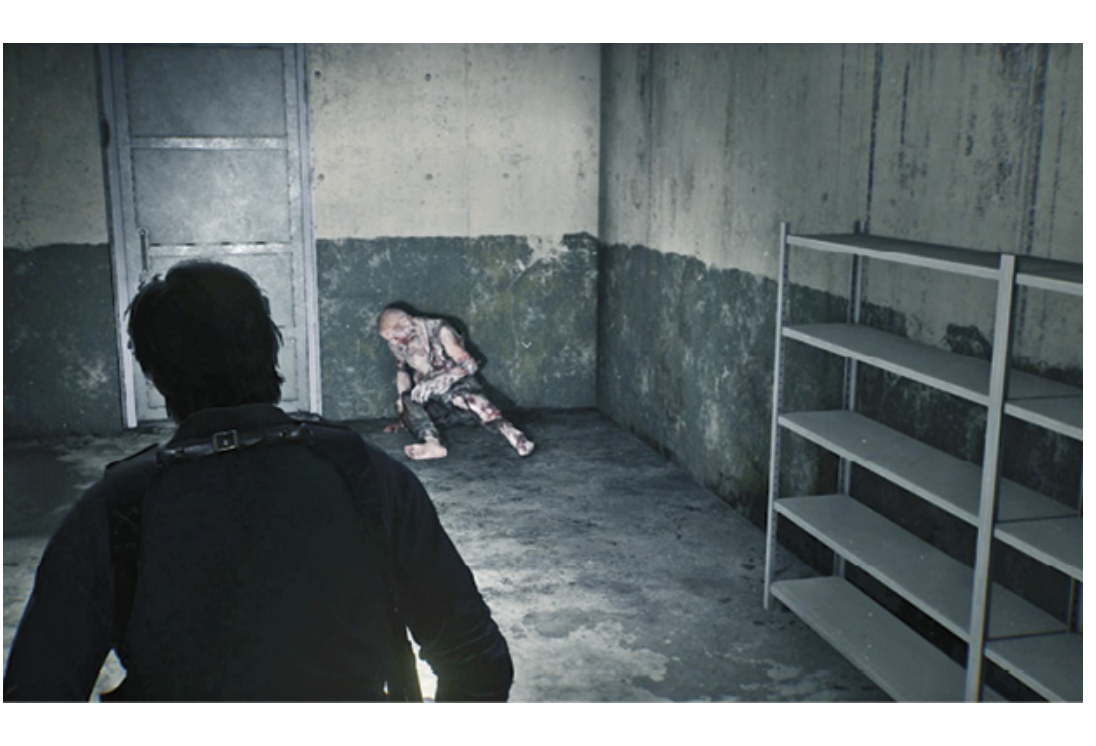
Return To The Marrow

Follow the road back to the Safe House, climb down the ladder, and have some coffee, for gosh sakes—you deserve it. Take a mirror trip back to Sebastian's Room and buff up your skills and weapons, then come back and use the computer to enter The Marrow's Central Access Tunnels.

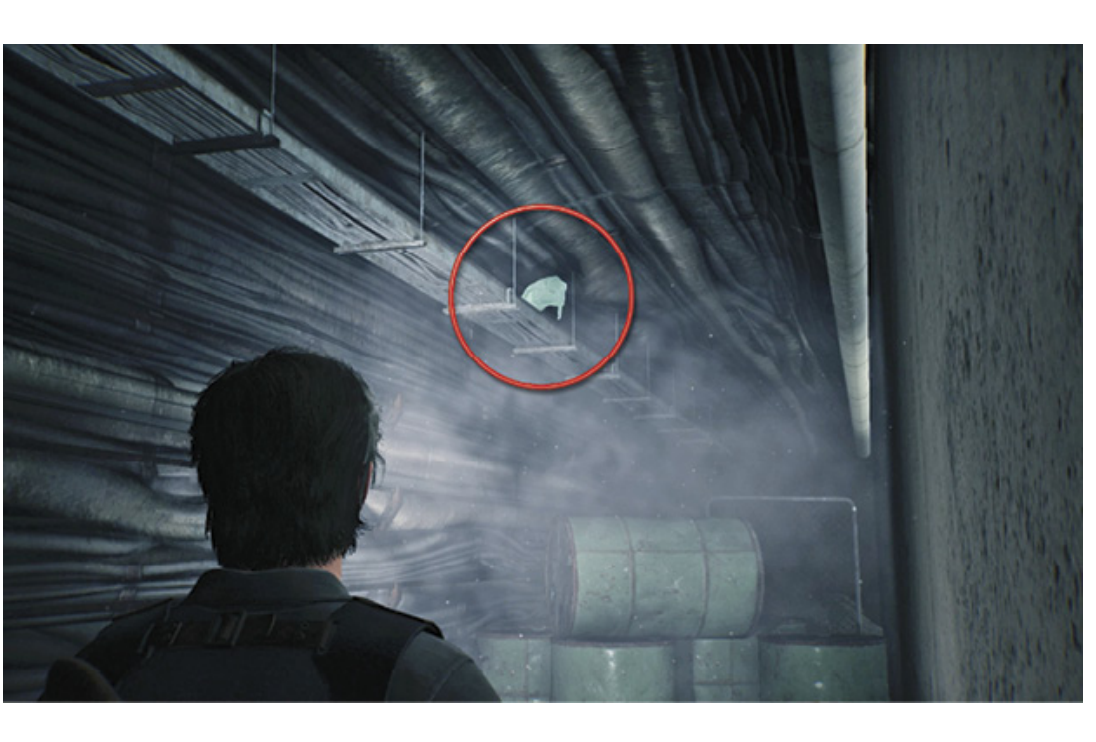
In the port ①, equip your Communicator and lock in to the nearby Resonance. Exit the room and move forward until the security door raises, revealing a passage ② to the West Access Tunnels.

Navigate The West Access Tunnels

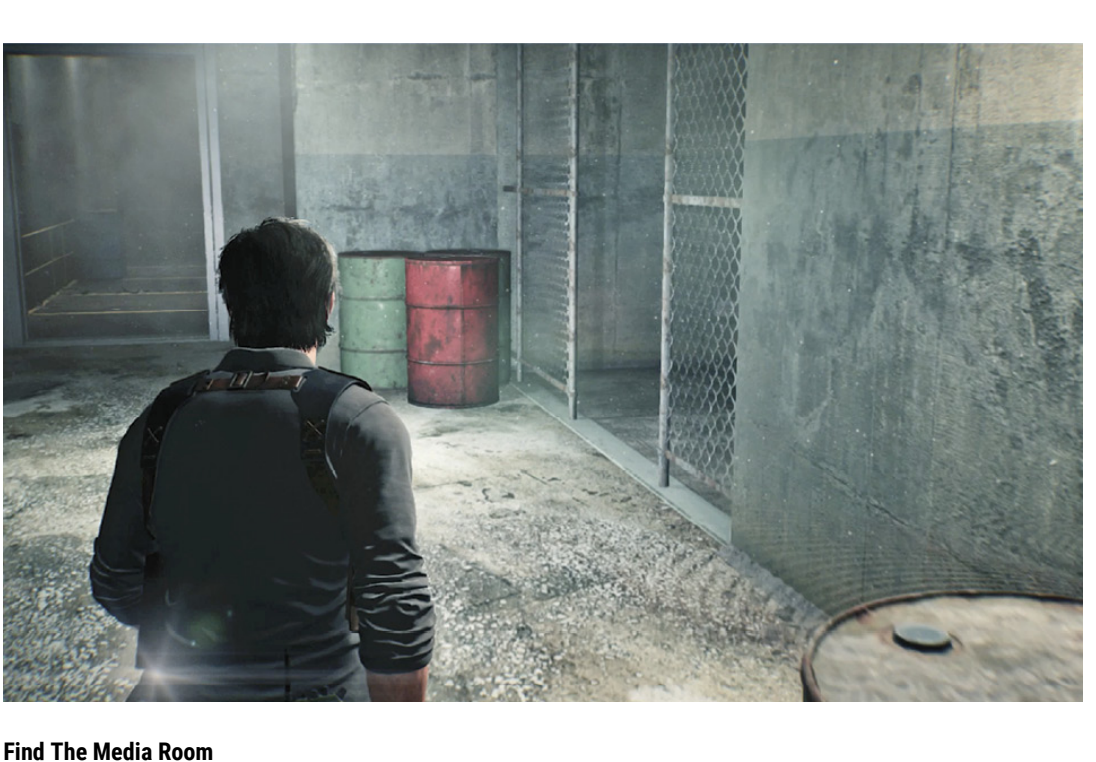
Ahead on the left is a door with an oscilloscope lock. Solve the puzzle as you've done before and loot the Mobius supply crate in the storeroom ③. Exit and continue down the hall to the next door on the left. Your map shows a fallen Mobius operative ④ with a Handgun Ammo Pouch on the other side. But before you grab it, look behind the open door to find a sleeping Lost that will awaken when you take the pouch. Put a couple of bullets in its head to prevent that.



Exit that room and step through the opening in the chain-link fence directly across the corridor. Turn right and follow the narrow passage until you find a Locker Key statue above you on a bracket, hanging amongst the pipes, wires and tubing. Shatter it with a gunshot and pick up the Locker Key that falls.



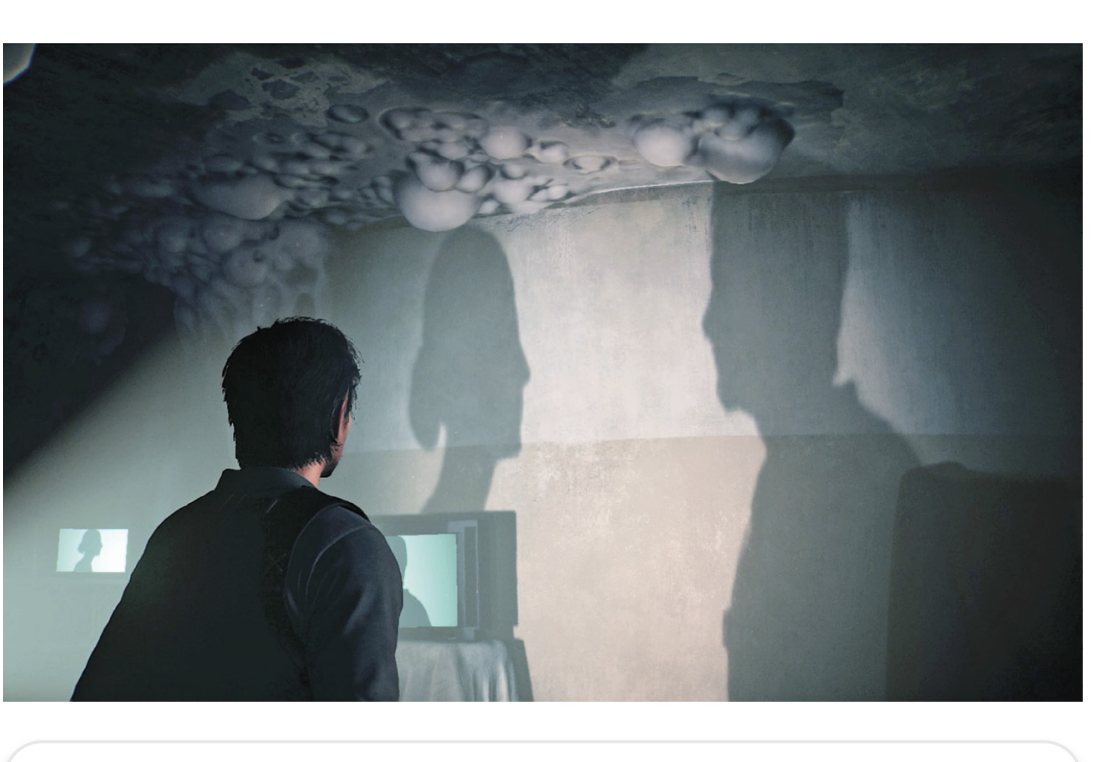
Turn around and follow the narrow passage until you hear a pair of Lost moaning and howling just up ahead ⑤. Crouch and wait a few seconds while they look around; then sneak through the hole in the wall just ahead on the left and take cover behind the two green barrels. Wait a few seconds for an opportunity to creep to the fence gap for a Sneak Kill on one, then the other, if you can. Or you can kick over the red oil drum near the opening, lure both Lost onto the oil spill, and ignite the oil with your Handgun.



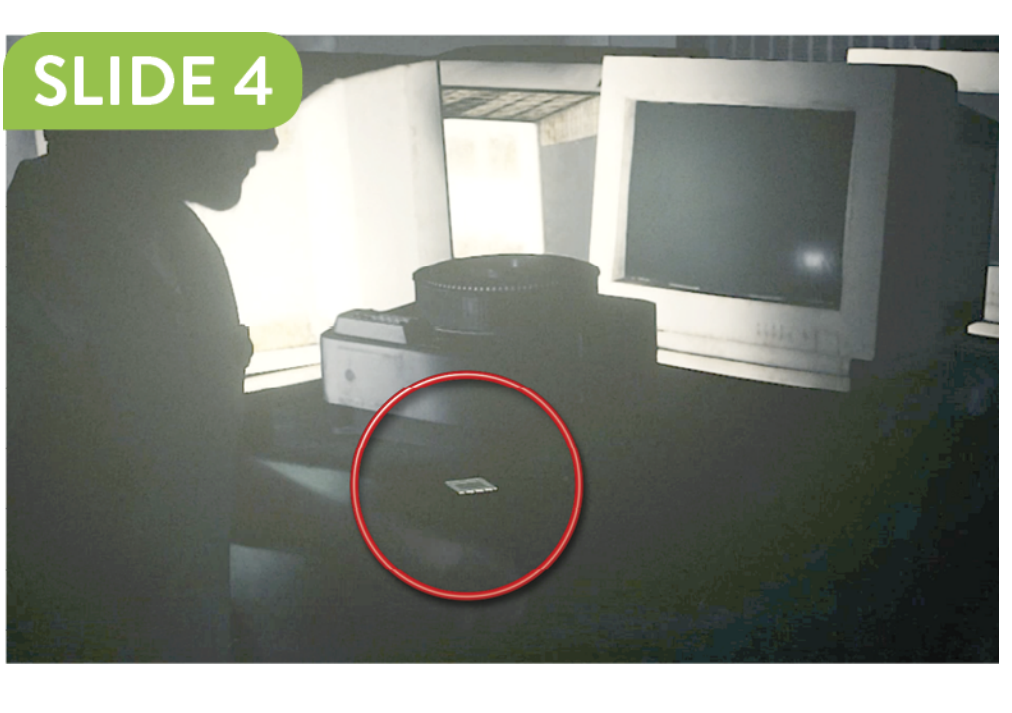
Find The Media Room

Descend the long staircase ⑥ until you emerge onto a walkway overlooking a big warehouse-sized storage room full of crates. Some sort of weird, sticky, bubbling white stuff has seeped into the corridor. It's creepy and difficult to wade through in places, but keep going until you reach another staircase ⑦ that leads down to a media room filled with monitors and recording equipment.

This room is infested with white goop too. As you move across the room, monitors oddly switch on. When you reach the room's center ⑧, you trigger a heartbreaking conversation between Sebastian and his wife Myra, projected in silhouette on the wall. Afterwards, pick up the slide sitting next to a slide projector on a pallet stacked with computer monitors.



"Sebastian and Myra"

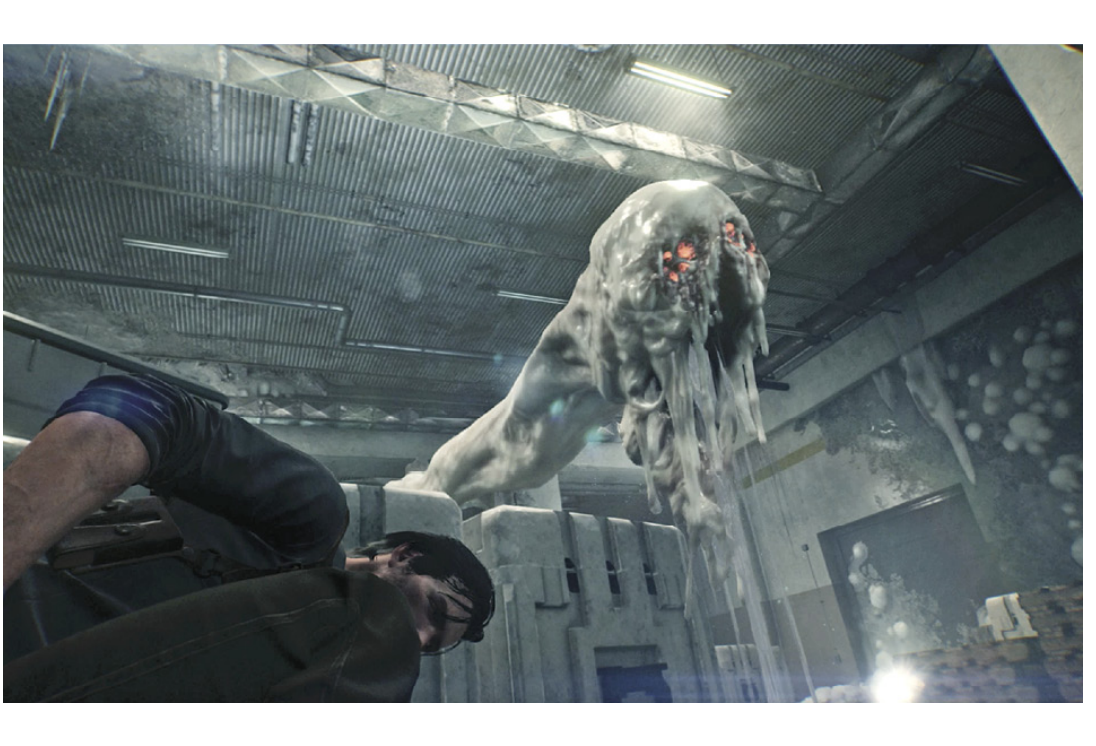


As you move through the West Access Tunnels toward the Facilities sector of The Marrow, you can find this slide in a media room filled with sticky white goop. Pick it up after the projection of Sebastian's conversation with Myra.

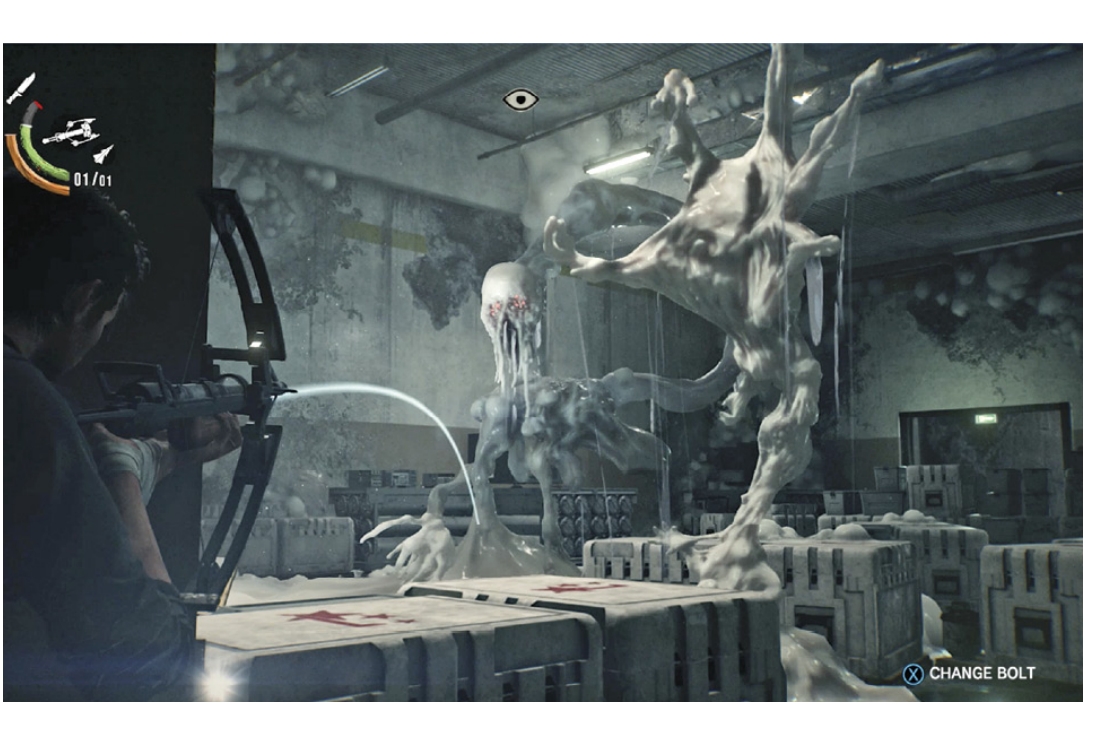
When you exit the media room and turn right, something slams the door shut down the hall ⑨, just past the "Marrow Facilities, Exits D5, 27" sign on the wall. Move down the hall towards it. (Note the door sealed shut by white goo on your left; you'll revisit it in the next chapter.) Make sure you're ready for a boss fight (full ammo, etc) before you force open the door at the end of the hall!

Defeat The Watcher: Part 1

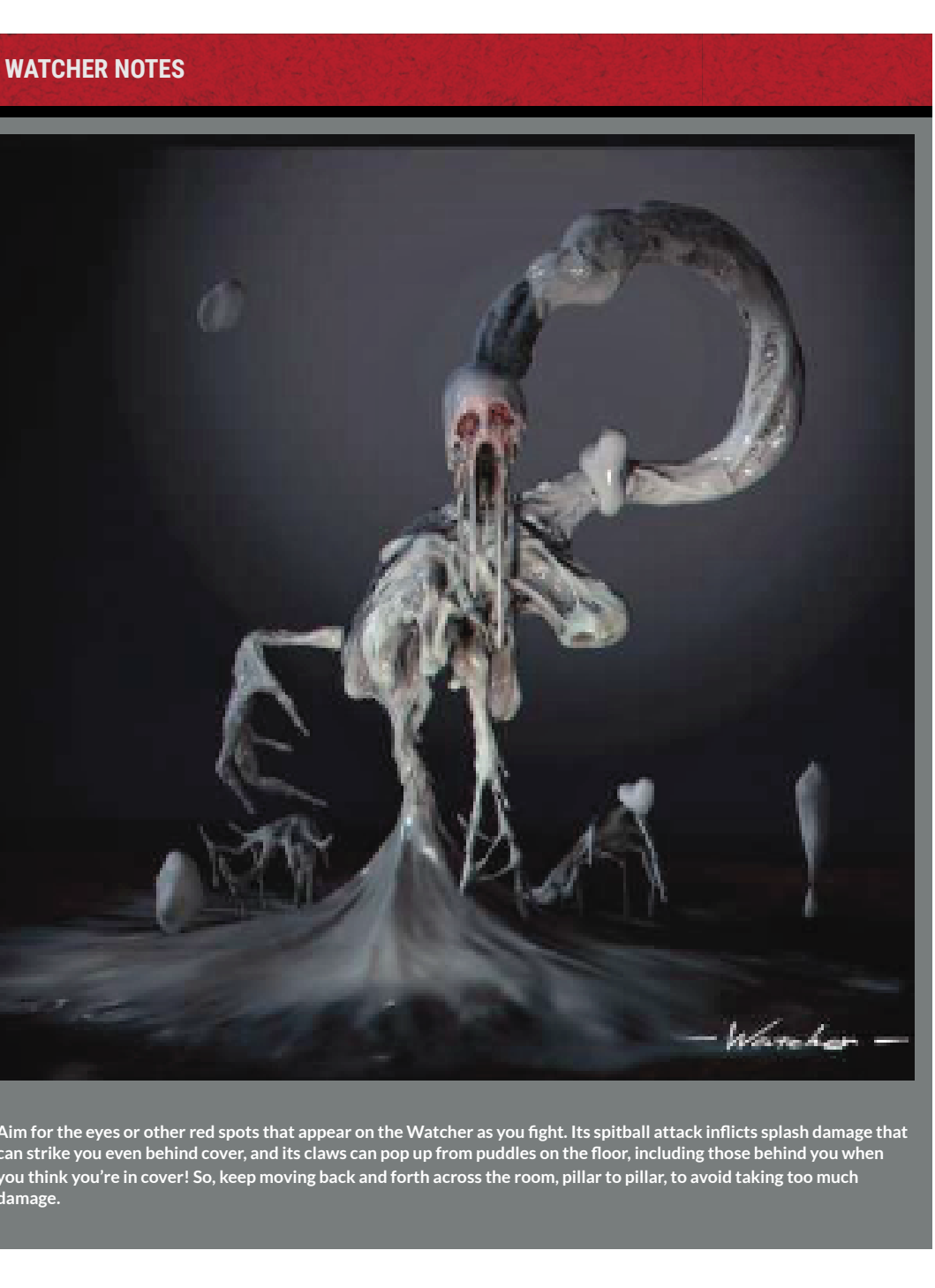
After the hair-raising introduction to the Watcher ⑩, be aware that it can be defeated with some pretty basic tactics. First off, any red patch on the monster is a weak spot. At first, only its two eyes are red. Once you shoot them, a larger red patch opens up on its face that you can target for a few seconds.



Soon the Watcher recovers and starts its fatal attacks: spitting deadly white matter at you, and slashing with its huge goopy claws— claws that not only extend from its "body" but also spring up independently from various white puddles on the floor, including behind you when you think you're in cover!

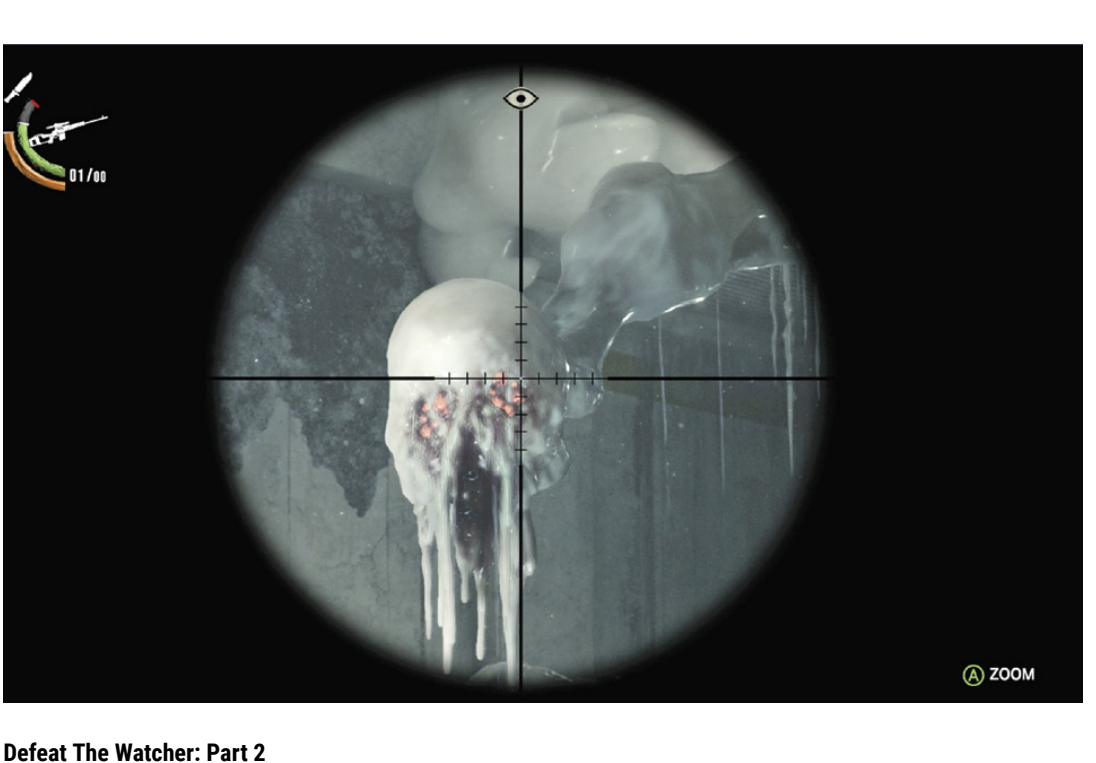


WATCHER NOTES



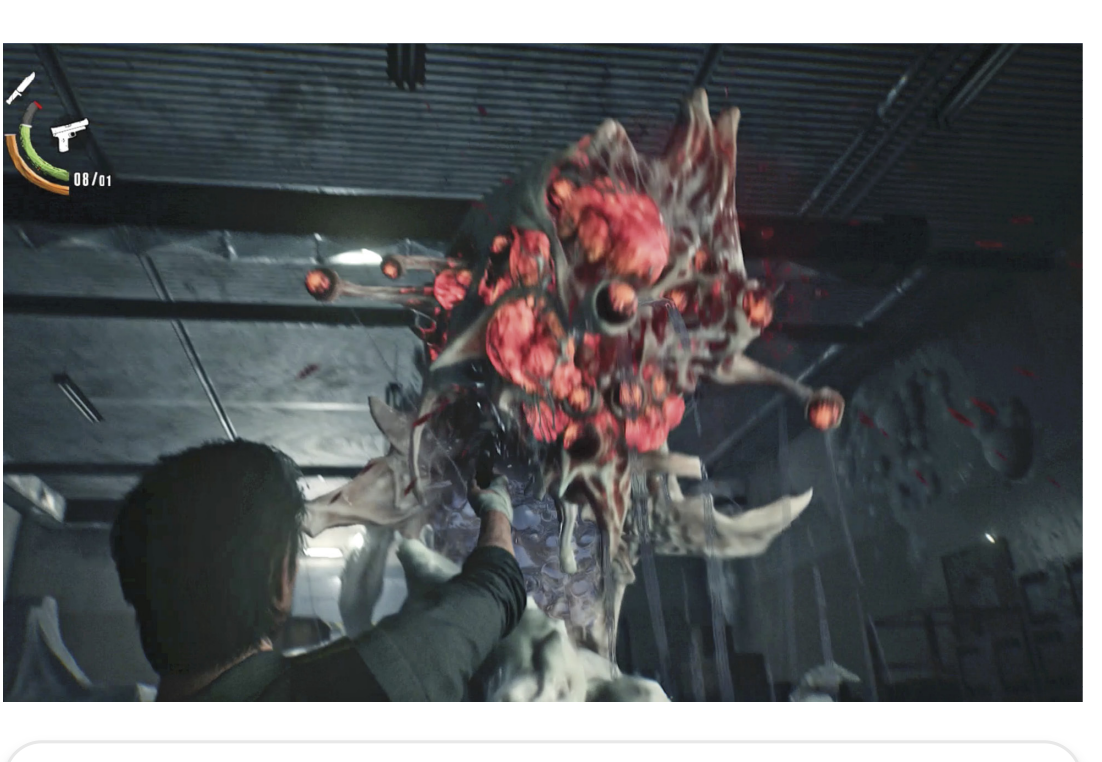
Aim for the eyes or other red spots that appear on the Watcher as you fight. Its spitball attack inflicts splash damage that can strike you even behind cover, and its claws can pop up from puddles on the floor, including those behind you when you think you're in cover! So, keep moving back and forth across the room, pillar to pillar, to avoid taking too much damage.

Note that its claws and spitballs absorb your gunshots without taking damage, so time your shots at its red eyes in between these obstacles. It's entirely possible to take down the Watcher with your basic Semi-Automatic Handgun (we did it several times), but if you want your first punch to land harder, use the Sniper Rifle for your opening salvo.

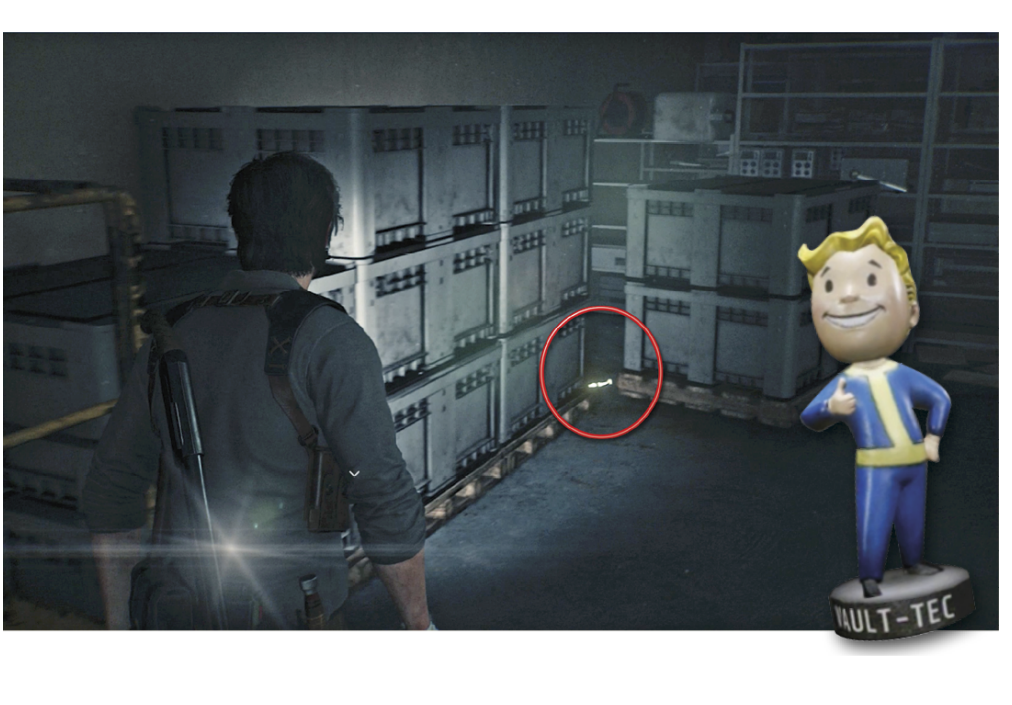


Defeat The Watcher: Part 2

Follow the passages into another big storeroom and find the unusual object tucked behind some stacked crates. Then try to exit the room via the far door ⑫. Opening that door triggers a quick rematch with the Watcher. You have just a few seconds to shoot its swaying face as it moves in to swallow Sebastian. In Survival mode, four good hits force the beast to retreat again.



Mysterious Bobblehead



Find this funny fellow in the Facilities storage room where you fight off the Watcher the second time.

After you strike the Watcher's eyes, it is temporarily blinded, so take that opportunity to pump a few more shots into its red face then sprint to hide behind a different pillar. When it regains its sight, it first looks for you in the place where it last detected you. Keep targeting its red spots. When the big monster finally slumps down defeated, exit the room via the open doorway ⑪.

FAKE ESCAPE

Note that when Sebastian first sees the Watcher, he wonders if he can sneak past it. In fact, he can get past the monster without defeating it in the main room. It's possible to sneak over to the first pillar when the creature looks away from your spot, and then dash around the second pillar and out the open doorway ⑪ on the far side of the room. But you cannot avoid the second confrontation with the Watcher as you leave the area ⑫.

ANOTHER SHOTGUN LOCATION

In this walkthrough, you acquired the Sawed-Off Shotgun long ago. But if you haven't yet found it, you can pick it up in the storeroom behind the oscilloscope-locked door just past the Watcher's area.

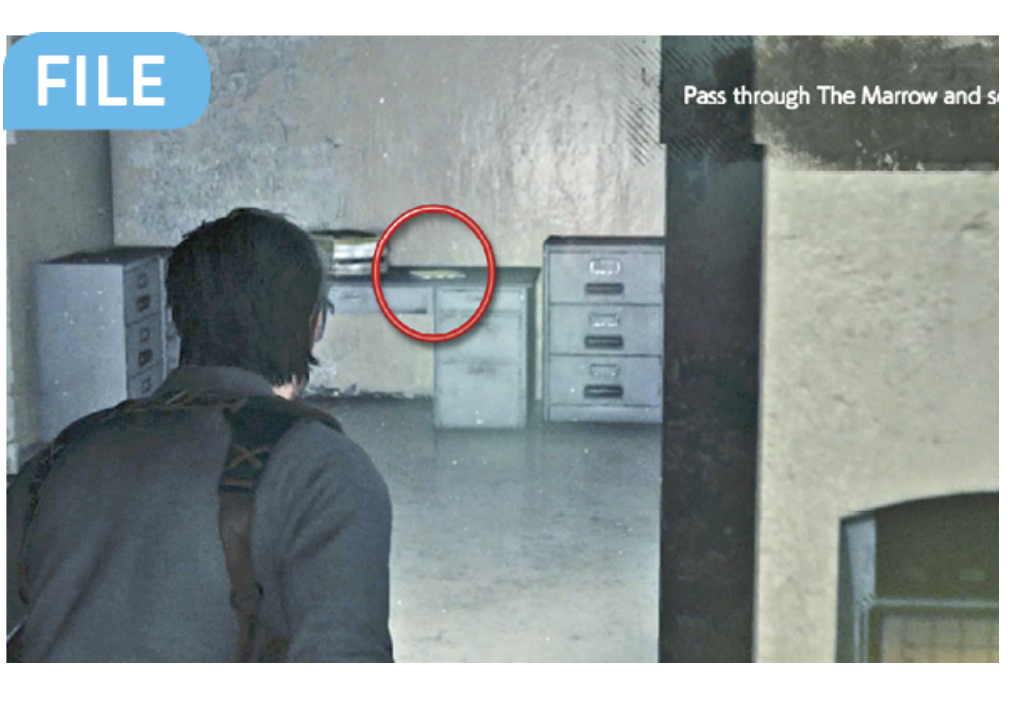
Get To Exit D5

Continue past another "Marrow Facilities: Exit D5" sign to find another door with an oscilloscope lock ⑬. Match the green wave to the red wave to unlock it. Enter to find a Mobius report on the desk, and then loot any items (including the Sawed-Off Shotgun if you don't have it yet).

MARROW FACILITIES
EXITS D5

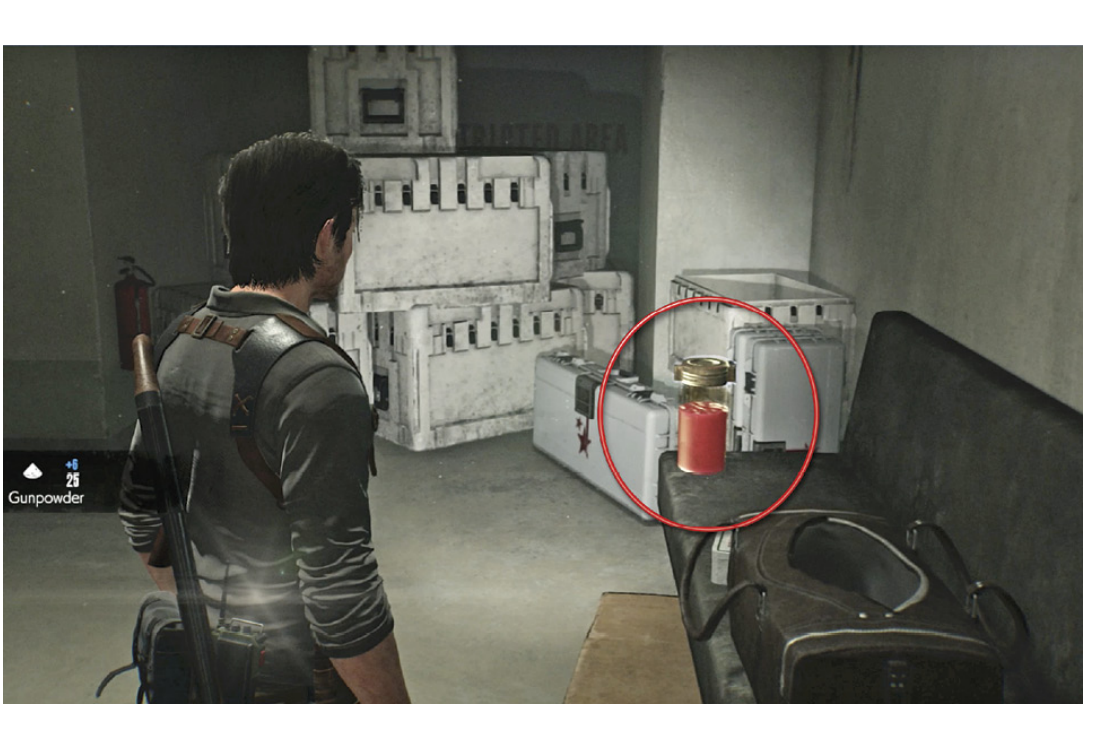
Exit and continue on through the next door ⑭ to trigger a long cutscene: Sebastian discovers a file on Lily and meets Yukiko Hoffman, the Mobius Search Team's psychological profiling specialist. After the auto-conversation, select each of the dialogue choices to get more background.

"Report #00532: Displacement Protocols"



After you get past the Watcher's area, continue on to the door with an oscilloscope lock. Unlock it and enter the small storeroom to find the report on a desk.

Then check out the nearby computer for more on Lily's selection as a Core candidate. Be sure to grab the valuable jar of Red Gel (circled in our shot) on the sofa, drink some coffee, and use the Save Terminal too.



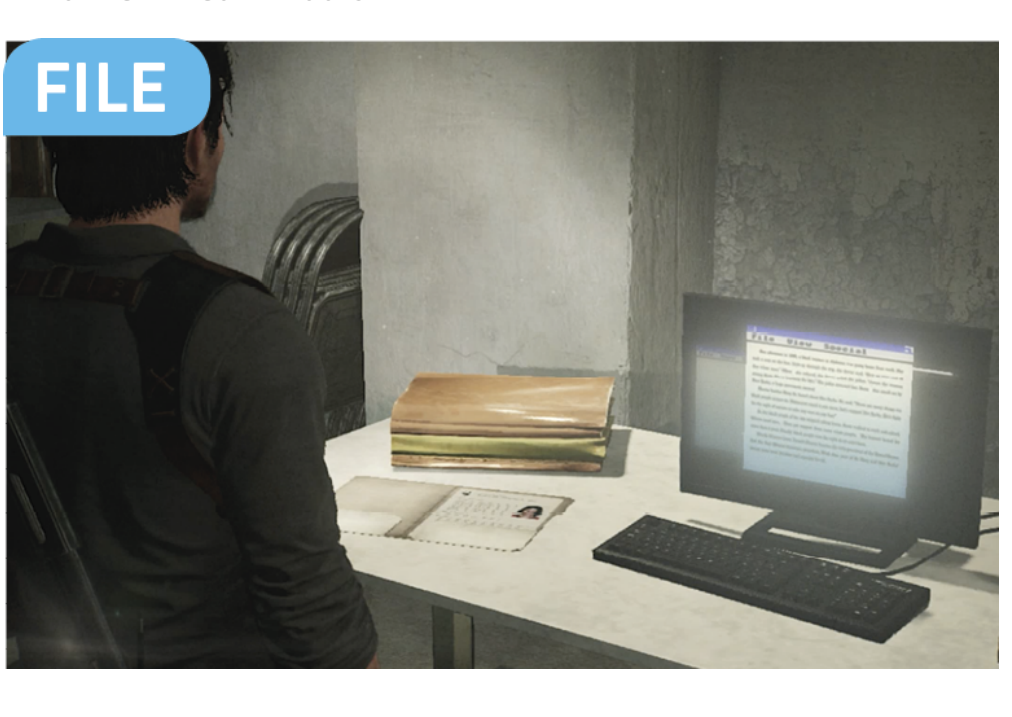
You can also use the Mirror ⑮ in the next room to travel back to Sebastian's Room for upgrades. There you can also view the new Slide 4 you just acquired, and talk to Kidman about it. Then return to Hoffman's Safe House.

Travel To The Union Business District

Leave the main room via the door marked Exit D5. Follow the corridor to the port room ⑯. Use the computer labeled "Business District: Post Plus" to travel to that location.

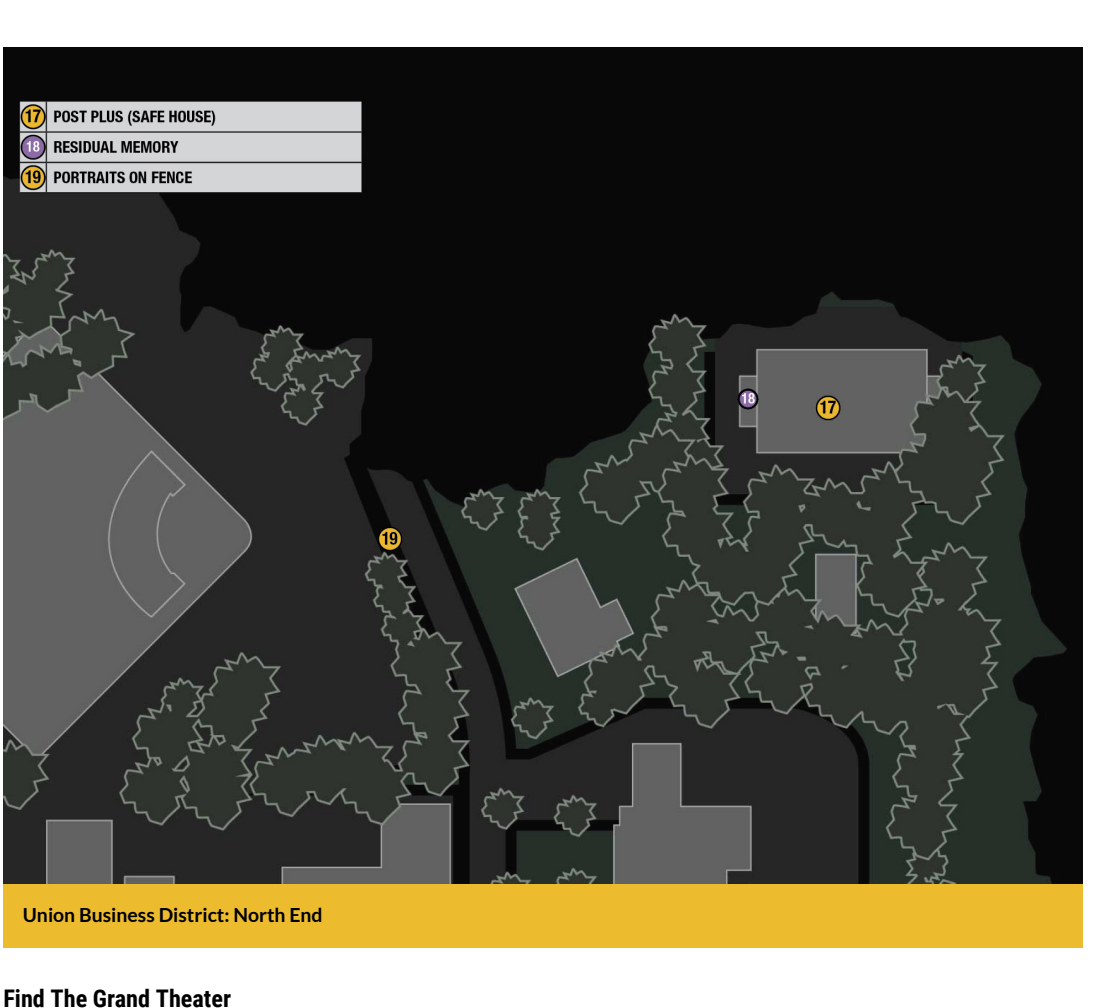
BUSINESS DISTRICT: POST PLUS
EXIT D5

"Email: Core Candidates"



Find this email on the computer monitor in the Facilities port (Hoffman's Safe House) right after you meet Yukiko Hoffman.

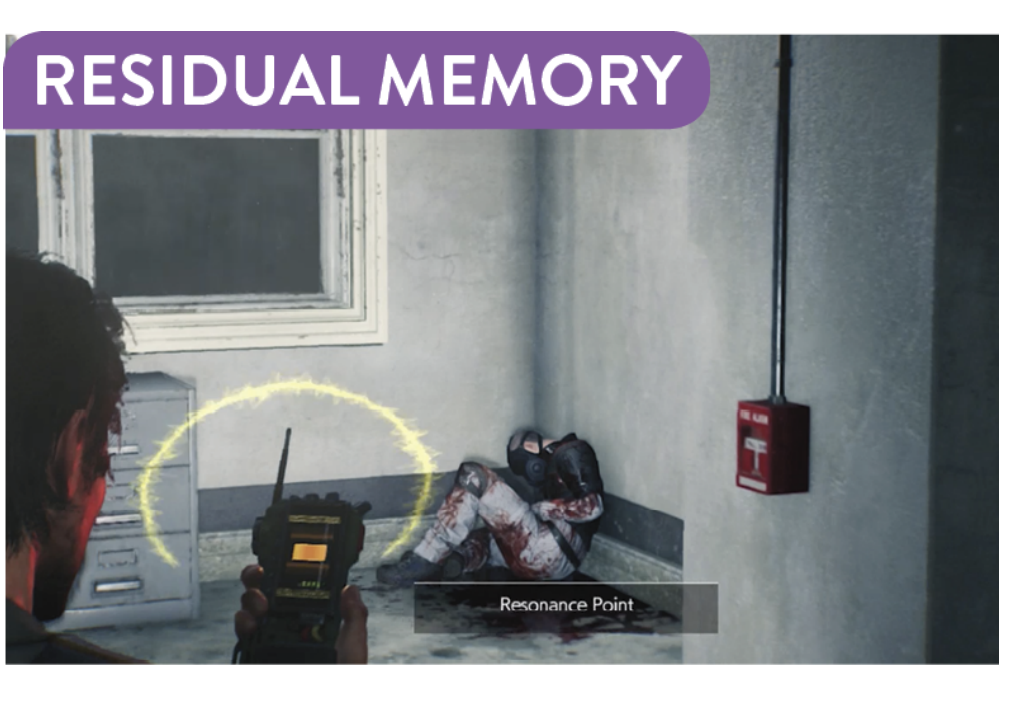
OVERVIEW



Find The Grand Theater

You arrive inside a Post Plus ⑰, which serves as your Safe House in the Union Business District. Explore the place to find all the usual Safe House features and grab all pickups, including a couple of Harpoon Bolts and especially the rare box of High-Quality Weapon Parts in the duffel bag. Then go through the door into the outer room to detect a Resonance flash. Equip your Communicator and tune in to the Residual Memory in the corner ⑱ over the fallen Mobius soldier.

"Waiting for Stevens"



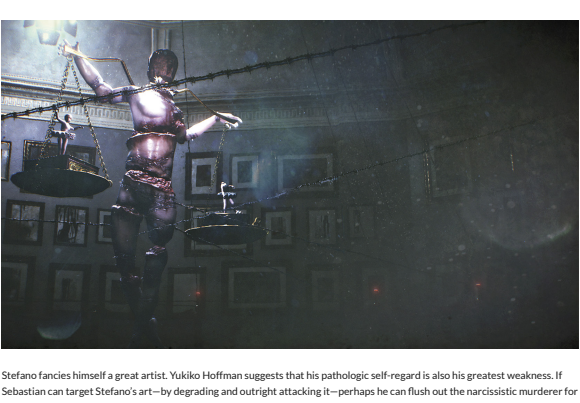
Find this memory by the fallen soldier in the west room of the Post Plus Safe House in the Union Business District.

Exit the Post Plus and head directly toward the Grand Theater. (You can't miss it; the Aperture floats directly above it!) Investigate the two creepy framed portraits ⑲ hanging on the barbed wire to trigger a message from Stefano and begin a new chapter.

THE EVIL WITHIN 2

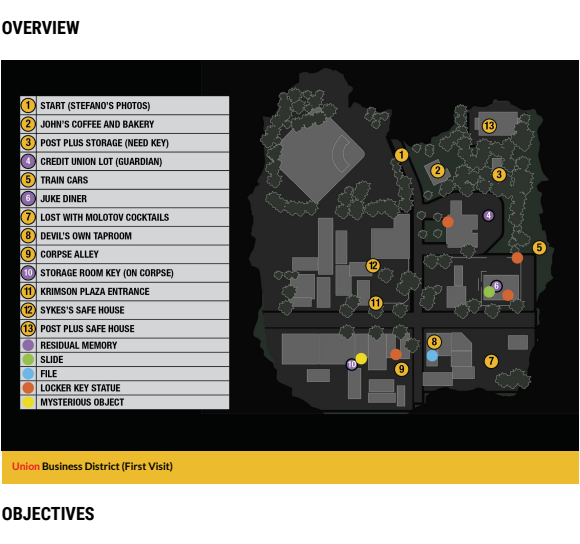
Story Walkthrough

Lust for Art



Stefano fancies himself a great artist. Yukiko Hoffman suggests that his pathologic self-regard is also his greatest weakness. If Sebastian can target Stefano's art—by degrading and outright attacking it—perhaps he can flush out the narcissistic murderer for a confrontation that might save Lily.

OVERVIEW



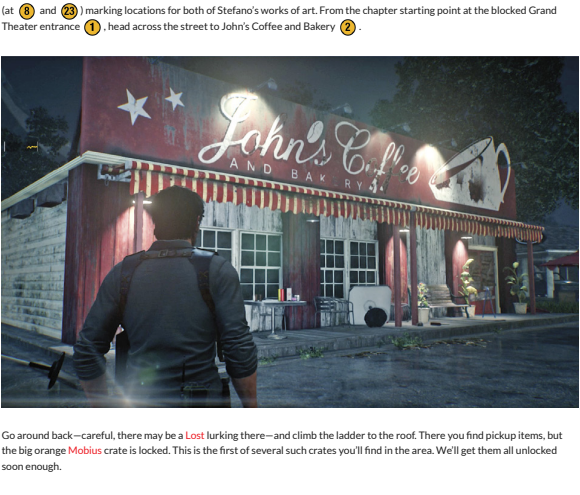
Union Business District (First Visit)

OBJECTIVES

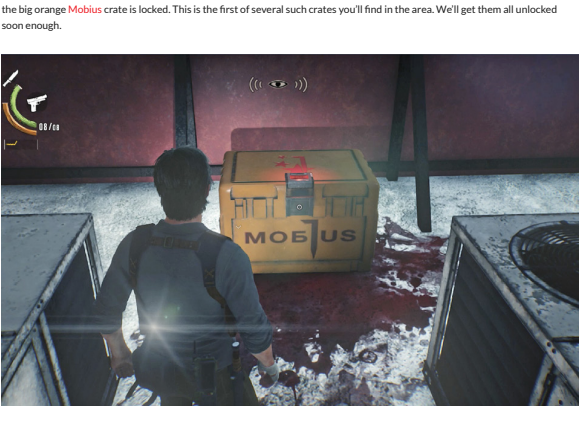
- Use the Communicator to search for Stefano's works of art and destroy them
- Optional: Complete "Out in the Open" side mission
- Optional: Complete "Getting Back Online" side mission
- Use the Communicator to search for the remaining work of art
- Enter the Theater Collectibles
- 1 File
- 1 Slide
- 3 Residual Memories

OBJECTIVE 1: USE THE COMMUNICATOR TO SEARCH FOR STEFANO'S WORKS OF ART AND DESTROY THEM

First off, equip your Communicator and lock into one of the orange Resonance waveforms to put search-area circles on your map (at ⑧ and ㉓) marking locations for both of Stefano's works of art. From the chapter starting point at the blocked Grand Theater entrance ①, head across the street to John's Coffee and Bakery ②.



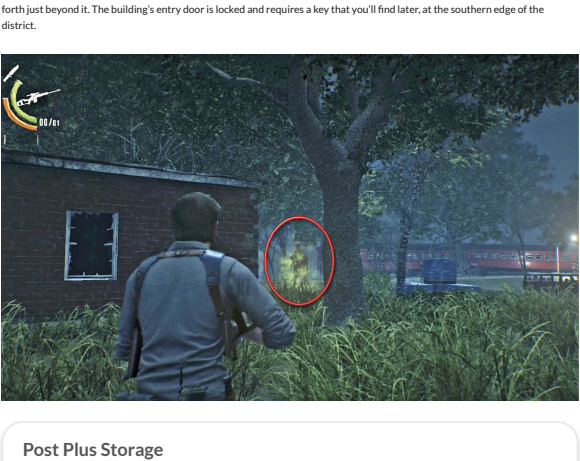
Go around back—careful, there may be a Lost lurking there—and climb the ladder to the roof. There you find pickup items, but the big orange Mobius crate is locked. This is the first of several such crates you'll find in the area. We'll get them all unlocked soon enough.



TAKING CARE OF BUSINESS

Like the town's Residential Area, the Union Business District is an open environment that gives you some freedom in how you explore it. Our walkthrough takes a systematic, counterclockwise sweep around the district, uncovering all points of interest as we pursue the chapter's main and side mission objectives.

Climb off the coffeehouse roof and move stealthily due east toward the small brick structure ③. This serves as a storage room for the Post Plus across the street. Approach with caution: A moaning, chuckling Lament (circled in our shot) paces back and forth just beyond it. The building's entry door is locked and requires a key that you'll find later, at the southern edge of the district.



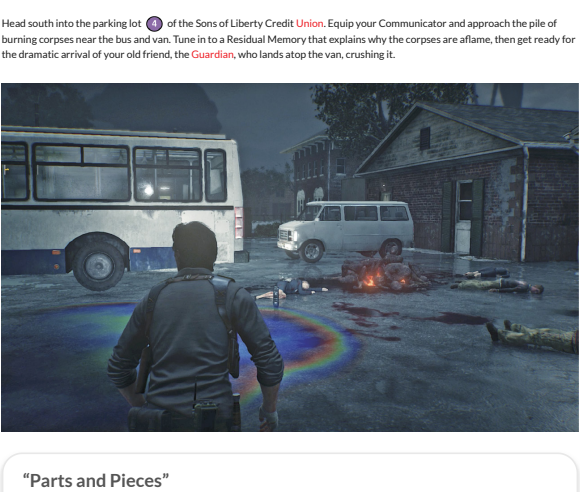
Post Plus Storage

The locked brick structure ③ is the storage room mentioned in the Residual Memory you viewed in the Post Plus Safe House entry. The soldier there suggested you could find a more powerful weapon inside the storage, "but Stevens has the key" and she's gone with the APC. You must find Stevens to get the key.

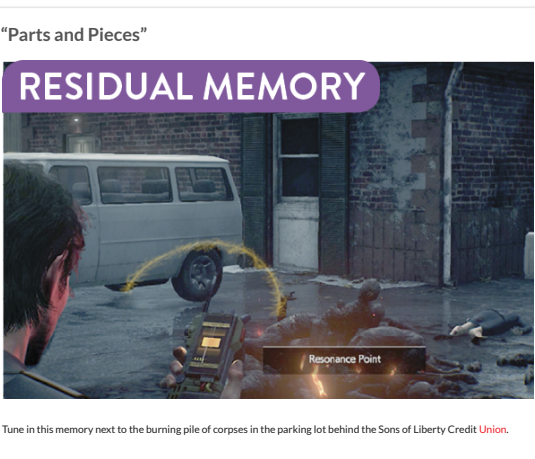
However, it saves you some grief later if you can eliminate the Lament now. Don't let it spot you! Nail the monster with Sniper Rifle headshots from a good distance, if you can. If you get too close and the Lament sees you before you can kill it, its deafening shriek will awaken several Lost that slumber in the tall grass around the brick structure.

Track The Residual Memory

Head south into the parking lot ④ of the Sons of Liberty Credit Union. Equip your Communicator and approach the pile of burning corpses near the bus and van. Tune in to a Residual Memory that explains why the corpses are aflame, then get ready for the dramatic arrival of your old friend, the Guardian, who lands atop the van, crushing it.



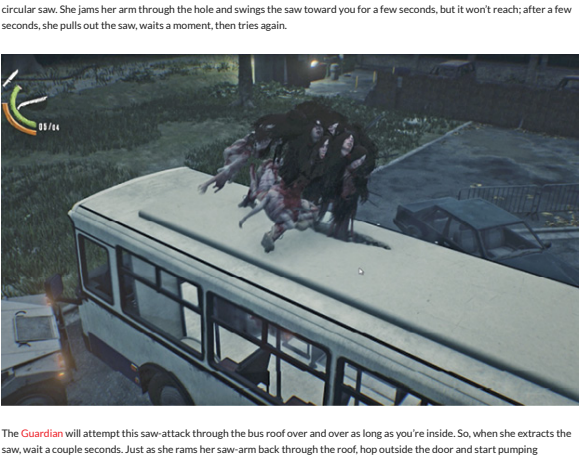
"Parts and Pieces"



Tune in this memory next to the burning pile of corpses in the parking lot behind the Sons of Liberty Credit Union.

Defeat The Guardian!

Here's a great tactic for fighting the Guardian this time. Immediately sprint into the bus and go to the rear (not the front). The Guardian cannot follow you inside the bus, so she jumps atop the vehicle and slices a hole in the roof near the front with her circular saw. She jams her arm through the hole and swings the saw toward you for a few seconds, but it won't reach; after a few seconds, she pulls out the saw, waits a moment, then tries again.

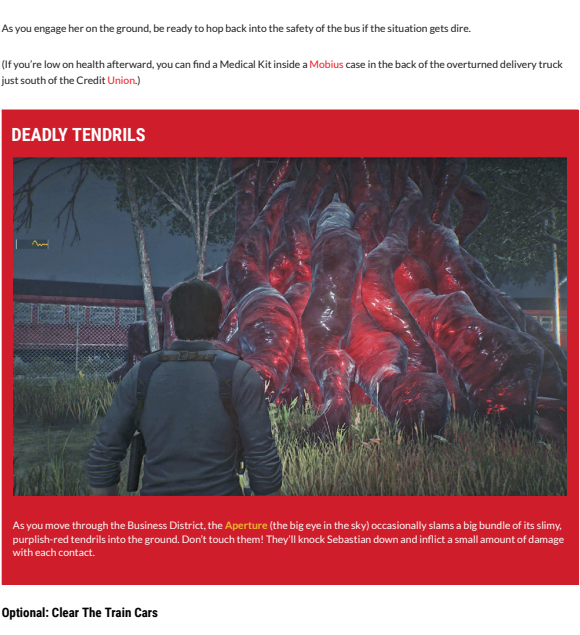


The Guardian will attempt this saw attack through the bus roof over and over as long as you're inside. So, when she extracts the saw, wait a couple seconds. Just as she rams her saw-arm back through the roof, hop outside the door and start pumping gunshots into her head area. Keep shooting until she extracts the saw and jumps down. Fire a couple more shots as she hits the ground then quickly hop back inside the bus. The monster will jump back onto the roof and try to reach you with her saw again. Step outside again and fire, luring her back down to the ground. Tip: You want to kill the Guardian while she's on the ground so you can scoop up the large dose of Green Gel that bleeds out when she dies. If she drops the gel atop the bus, you can't reach it!

As you engage her on the ground, be ready to hop back into the safety of the bus if the situation gets dire.

(If you're low on health afterward, you can find a Medical Kit inside a Mobius case in the back of the overturned delivery truck just south of the Credit Union.)

DEADLY TENDRILS



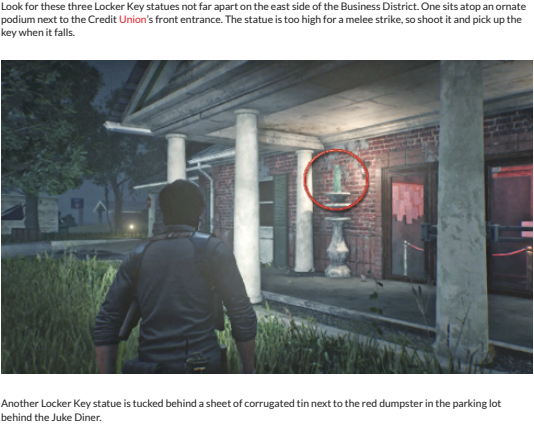
As you move through the Business District, the Aperture (the big eye in the sky) occasionally slams a big bundle of its slimy, purplish-red tendrils into the ground. Don't touch them! They'll knock Sebastian down and inflict a small amount of damage with each contact.

Optional: Clear The Train Cars

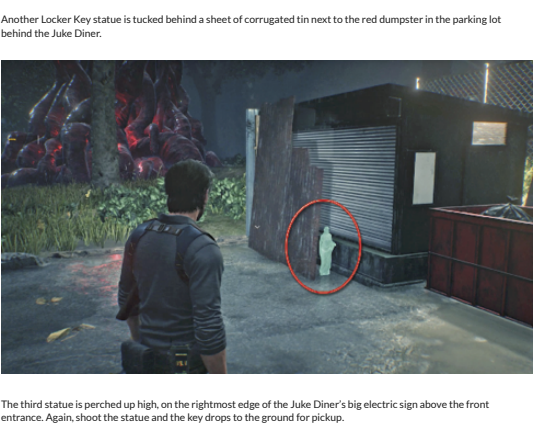
Just to the east sits a pair of derailed traincars ⑤. Two nasty Spawn have made this area their home. One Spawn hangs from the ceiling in the leftmost car, and the other one paces outside the far side of the rightmost car. If you engage one, the other will come to support its ugly cousin. You'll find very few pickups in the traincars, so enter only if you want the challenge of killing Spawn.

Locker Key Statues

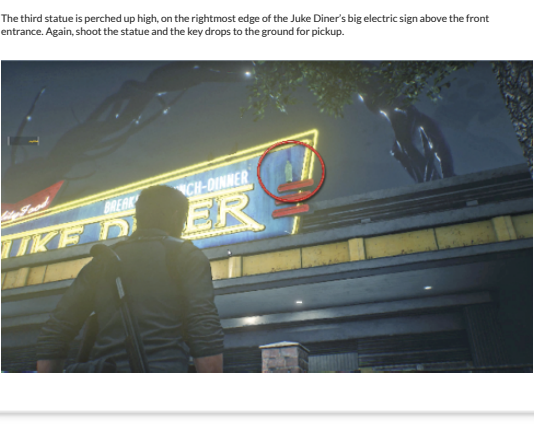
Look for these three Locker Key statues not far apart on the east side of the Business District. One sits atop an ornate podium next to the Credit Union's front entrance. The statue is too high for a melee strike, so shoot it and pick up the key when it falls.



Another Locker Key statue is tucked behind a sheet of corrugated tin next to the red dumpster in the parking lot behind the Juke Diner.

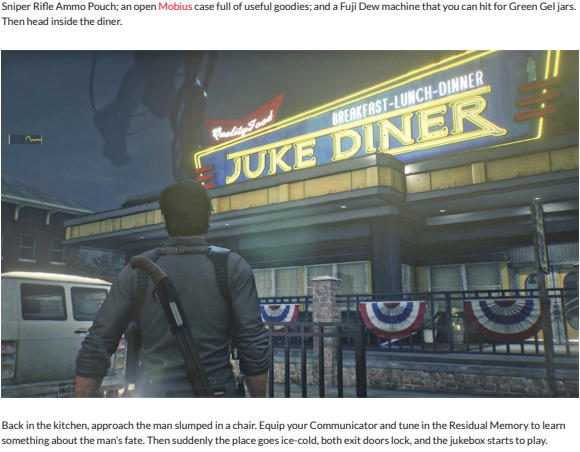


The third statue is perched up high, on the rightmost edge of the Juke Diner's big electric sign above the front entrance. Again, shoot the statue and the key drops to the ground for pickup.

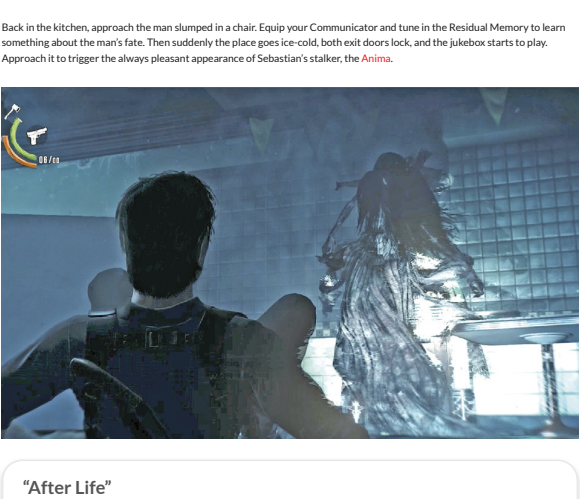


Juke Diner: Find A Memory

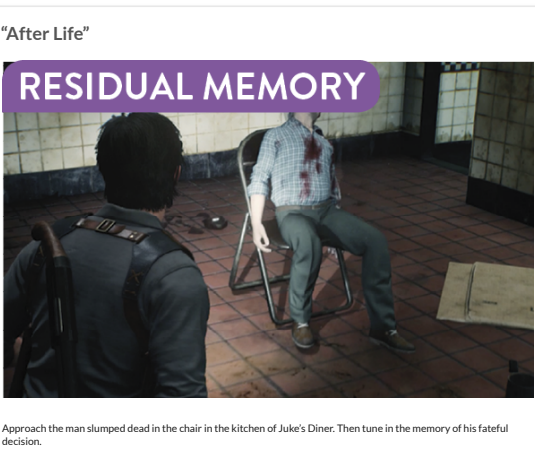
Continue southward to the Juke Diner ⑥. Explore around the outside of the building. You find a fallen Mobius operative with a Sniper Rifle Ammo Pouch; an open Mobius case full of useful goodies; and a Fuji Dew machine that you can hit for Green Gel jars. Then head inside the diner.



Back in the kitchen, approach the man slumped in a chair. Equip your Communicator and tune in the Residual Memory to learn something about the man's fate. Then suddenly the place goes ice-cold, both exit doors lock, and the jukebox starts to play. Approach it to trigger the always pleasant appearance of Sebastian's stalker, the Anima.



"After Life"



Approach the man slumped dead in the chair in the kitchen of Juke's Diner. Then tune in the memory of his fateful decision.

Survive The Anima Event

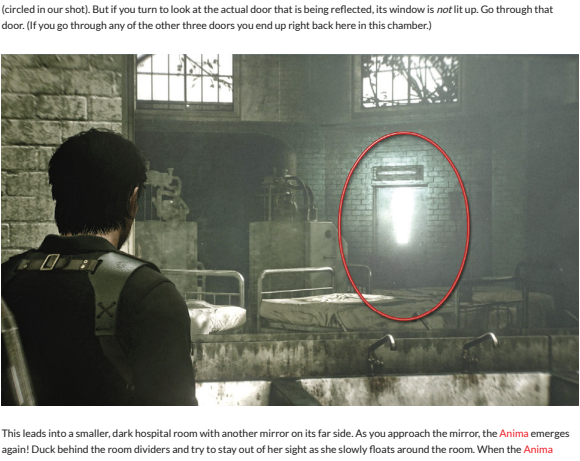
Turn and sprint down the long corridor that has appeared directly behind you. Yes, you're back in the asylum. Push through the door into the room then try to open the next door on the right. It's locked! Sebastian automatically ducks behind a counter as the Anima drifts into the room and then melts right into the mirror on the wall. Inside the mirror reflection, she opens the locked door… and the actual door to your right opens too!

DON'T TOUCH THE NICE LADY

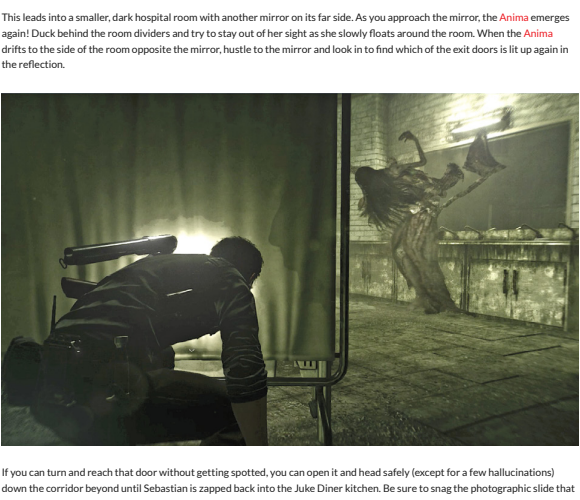
Remember, the Anima's embrace is instant death!

Go through that now-opened door and push through the next set of doors down the hall. Step forward into a circular domed chamber with a set of hospital beds arranged around strange machinery. Four side doors lead from the room, but if you try any of them they all lead right back into this room. Approach the big mirror on the far wall. Suddenly the Anima bursts through!

Back away and she disappears. Then go look in the mirror again. Notice that the window in one of the four doors is brightly lit (circled in our shot). But if you turn to look at the actual door that is being reflected, its window is not lit up. Go through that door. (If you go through any of the other three doors you end up right back here in this chamber.)

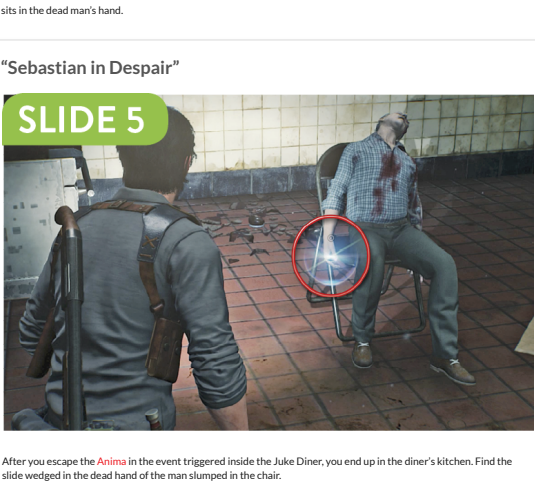


This leads into a smaller, dark hospital room with another mirror on its far side. As you approach the mirror, the Anima emerges again! Duck behind the room dividers and try to stay out of her sight as she slowly floats around the room. When the Anima drifts to the side of the room opposite the mirror, hustle to the mirror and look in to find which of the exit doors is lit up again in the reflection.



If you can turn and reach that door without getting spotted, you can open it and head safely (except for a few hallucinations) down the corridor beyond until Sebastian is zapped back into the Juke Diner kitchen. Be sure to snag the photographic slide that now sits in the dead man's hand.

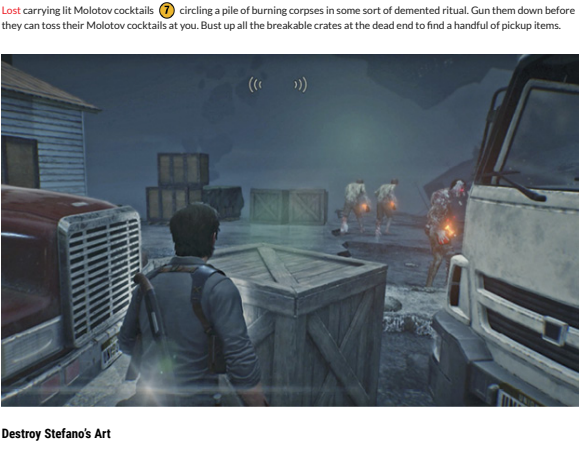
"Sebastian in Despair"



After you escape the Anima in the event triggered inside the Juke Diner, you end up in the diner's kitchen. Find the slide wedged in the dead hand of the man slumped in the chair.

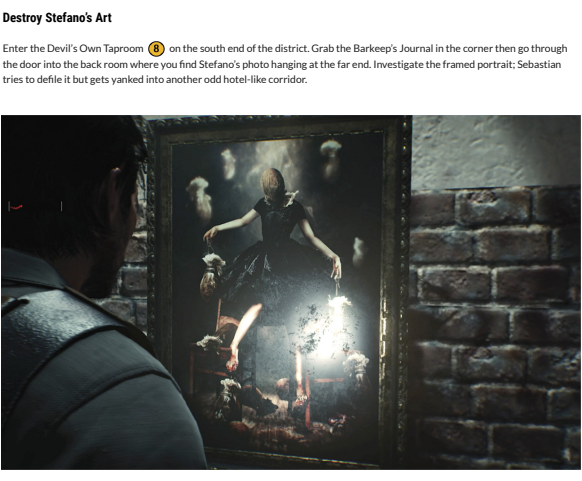
Optional: Break Up The Fire Dance

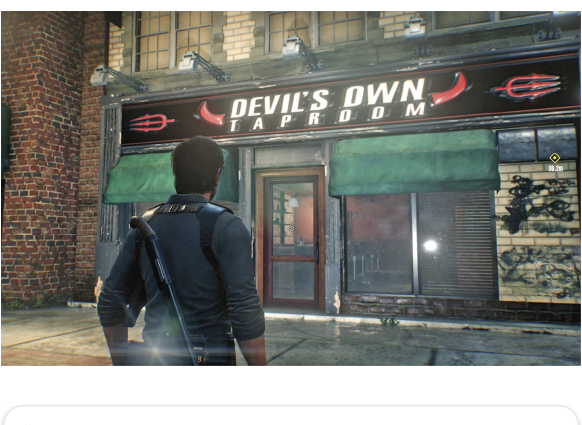
Cross the street from the front of Juke Diner, head right, then take a left into the street blocked off by vehicles. You find a crew of Lost carrying lit Molotov cocktails ⑦ circling a pile of burning corpses in some sort of demented ritual. Gun them down before they can toss their Molotov cocktails at you. Bust up all the breakable crates at the dead end to find a handful of pickup items.



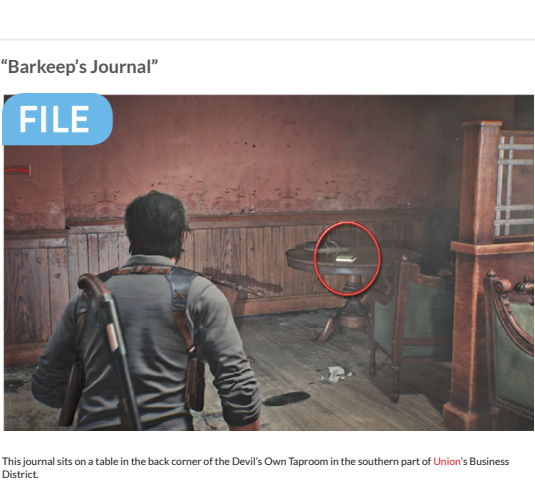
Destroy Stefano's Art

Enter the Devil's Own Taproom ⑧ on the south end of the district. Grab the Barkeep's Journal in the corner then go through the door into the back room where you find Stefano's photo hanging at the far end. Investigate the framed portrait; Sebastian tries to defile it but gets yanked into another odd hotel-like corridor.



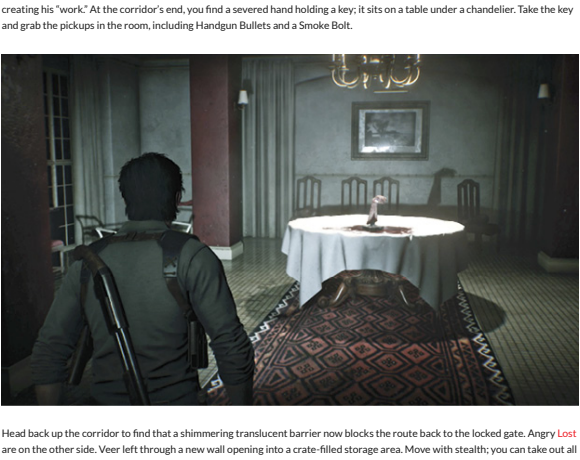


"Barkeep's Journal"

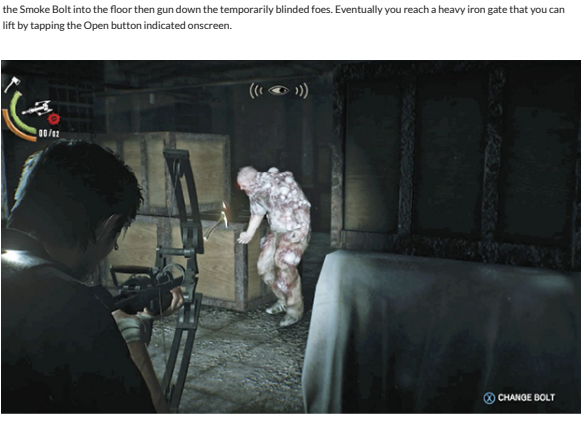


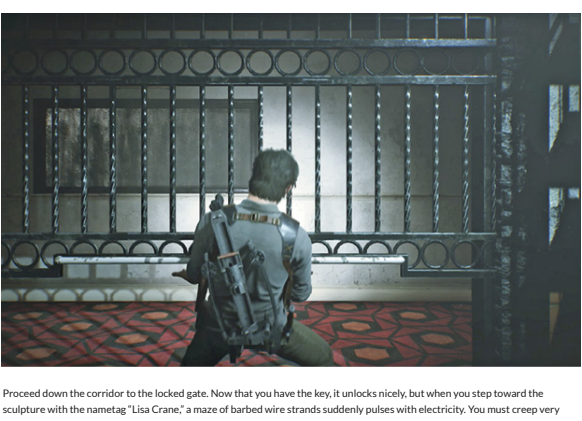
This journal sits on a table in the back corner of the Devil's Own Taproom in the southern part of Union's Business District.

Sebastian ends up behind a locked gate, staring at the "sculpture" that served as the subject of the photograph. You need a key to unlock the gate. Turn around and head down the long corridor, stopping if you want to view murky, chilling images of Stefano creating his "work." At the corridor's end, you find a severed hand holding a key; it sits on a table under a chandelier. Take the key and grab the pickups in the room, including Handgun Bullets and a Smoke Bolt.

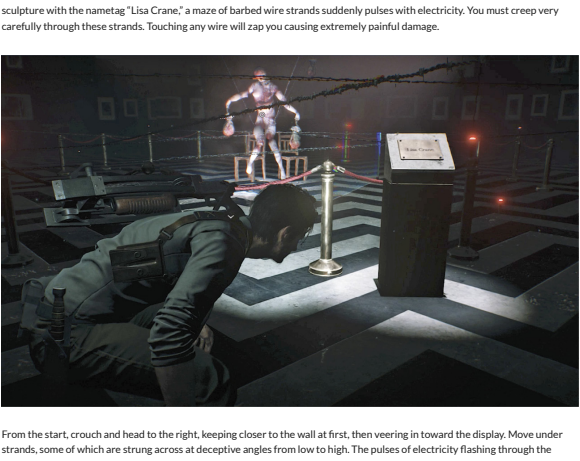


Head back up the corridor to find that a shimmering translucent barrier now blocks the route back to the locked gate. Angry Lost are on the other side. Veer left through a new wall opening into a crate-filled storage area. Move with stealth; you can take out all of the Lost using Sneak Kills if you're patient. Look for a nice Hand Axe stuck in a crate along the way too. If you get swarmed, fire the Smoke Bolt into the floor then gun down the temporarily blinded foes. Eventually you reach a heavy iron gate that you can lift by tapping the Open button indicated onscreen.

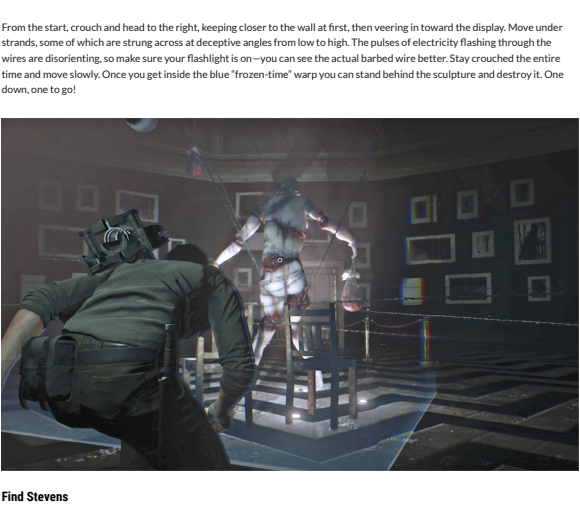




Proceed down the corridor to the locked gate. Now that you have the key, it unlocks nicely, but when you step toward the sculpture with the nametag "Lisa Crane," a maze of barbed wire strands suddenly pulses with electricity. You must creep very carefully through these strands. Touching any wire will zap you causing extremely painful damage.



From the start, crouch and head to the right, keeping closer to the wall at first, then veering in toward the display. Move under strands, some of which are strung across at deceptive angles from low to high. The pulses of electricity flashing through the wires are disorienting, so make sure your flashlight is on—you can see the actual barbed wire better. Stay crouched the entire time and move slowly. Once you get inside the blue "frozen-time" warp you can stand behind the sculpture and destroy it. One down, one to go!

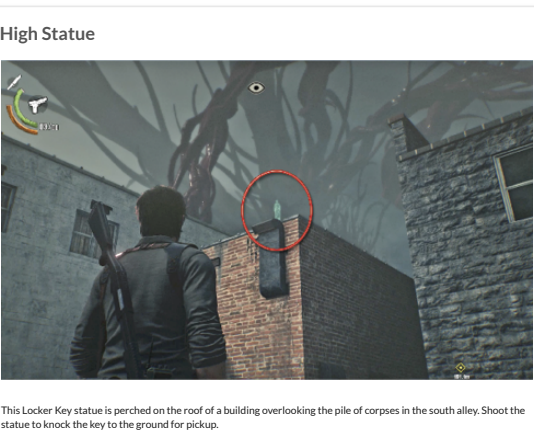


Find Stevens

Exit the Devil's Own Taproom, head left, then left again and carefully approach the alleyway ⑨ behind a row of businesses where a few Lost are piling up corpses by an overturned delivery truck.

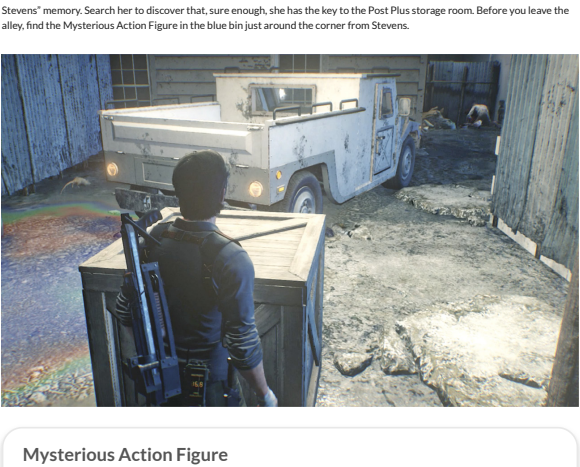
Eliminate the Lost near the truck and smash up crates to get pickups, including some inside the truck. Find a Locker Key statue up above you on the corner of a building roof! Then continue down the alley to see a Mobius APC up ahead.

High Statue

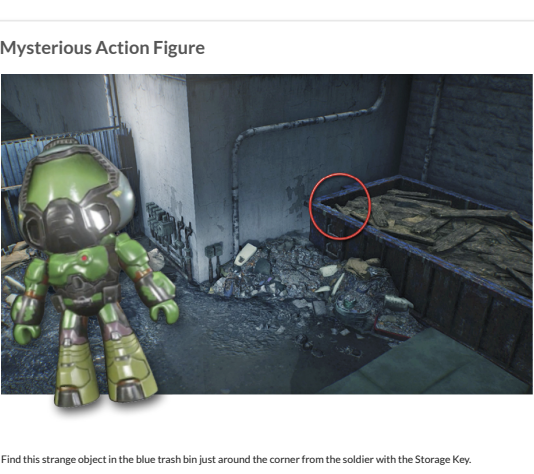


This Locker Key statue is perched on the roof of a building overlooking the pile of corpses in the south alley. Shoot the statue to knock the key to the ground for pickup.

Sneak past the APC and kill the Lost tearing at a corpse in the short alley ⑩. Use your Communicator to track the Resonance Point and then tune into the Residual Memory to learn that this corpse is Stevens, the operative referred to in the "Waiting for Stevens" memory. Search her to discover that, sure enough, she has the key to the Post Plus storage room. Before you leave the alley, find the Mysterious Action Figure in the blue bin just around the corner from Stevens.



Mysterious Action Figure



Find this strange object in the blue trash bin just around the corner from the soldier with the Storage Key.

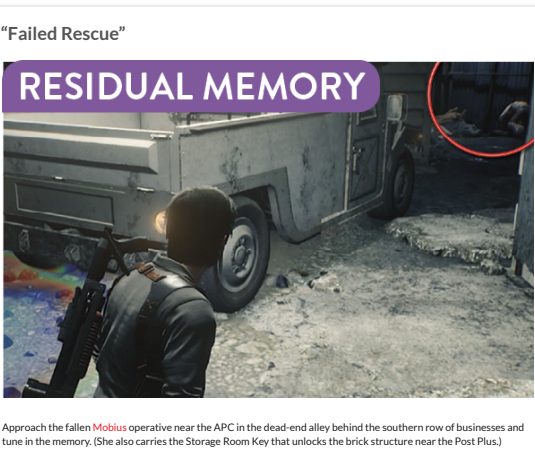
Defeat Another Guardian!

When you approach the pile of corpses as you leave the alley, the "parts and pieces" suddenly gather together to form yet another Guardian! You can use the back of the delivery truck as a safe space, hopping out to shoot her then ducking back inside when she attacks.

Krimson's
PLAZA

Once she finally falls, exit the alley and follow the street up to Krimson's Plaza where you hear gunfire. Turn left at the corner and head toward the plaza's entry gate ⑪, where you see several Lost crawling over the top. Open the gate to trigger a scene: A Mobius Search Team member is trapped atop an overturned delivery truck by a snarling Lost pack. He calls for your help!

"Failed Rescue"

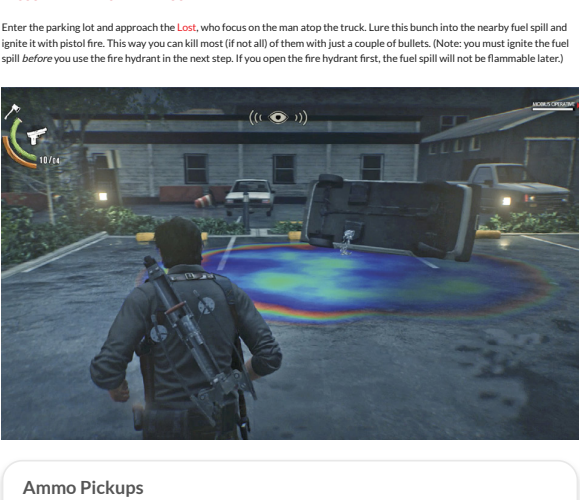


Approach the fallen Mobius operative near the APC in the dead-end alley behind the southern row of businesses and tune in the memory. (She also carries the Storage Room Key that unlocks the brick structure near the Post Plus.)

SIDE MISSION: "OUT IN THE OPEN"

RESCUE THE MAN ON THE TRUCK

Enter the parking lot and approach the Lost, who focus on the man atop the truck. Lure this bunch into the nearby fuel spill and ignite it with pistol fire. This way you can kill most (if not all) of them with just a couple of bullets. (Note: you must ignite the fuel spill before you use the fire hydrant in the next step. If you open the fire hydrant first, the fuel spill will not be flammable later.)



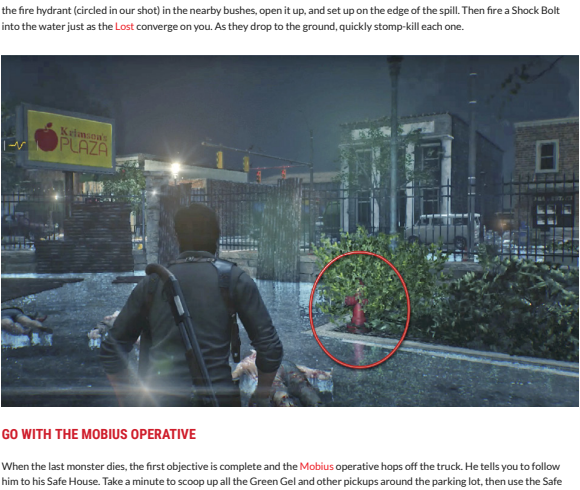
Ammo Pickups

Look for more bullets and shells next to fallen Mobius soldiers around the edges of the parking lot.

DON'T DALLY IN KRIMSON PLAZA!

If you take too long to clear foes from the parking lot, the Lost will overrun and kill the man atop the truck.

After you clear out this first Lost bunch, the man on the truck points out a new pack of Lost folks crawling over the fence near the Krimson Plaza sign. These come all at once, half a dozen of them, so the fight can be difficult. One good tactic, however: Rush to the fire hydrant (circled in our shot) in the nearby bushes, open it up, and set up on the edge of the spill. Then fire a Shock Bolt into the water just as the Lost converge on you. As they drop to the ground, quickly stomp-kill each one.

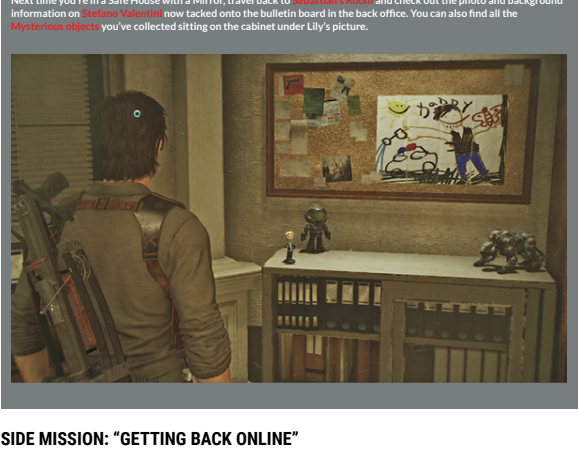


GO WITH THE MOBIUS OPERATIVE

When the last monster dies, the first objective is complete and the Mobius operative hops off the truck. He tells you to follow him to his Safe House. Take a minute to scoop up all the Green Gel and other pickups around the parking lot, then use the Safe House entrance ⑫. Go through the interior door to converse with Julian Sykes and complete the side mission.

STEFANO'S DOSSIER

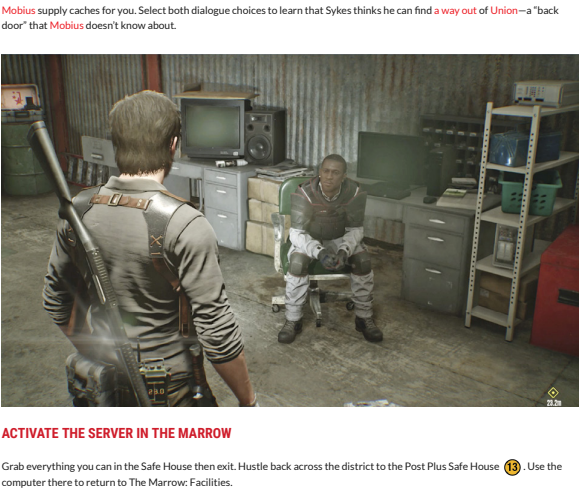
Next time you're in a Safe House with a Mirror, travel back to Sebastian's Room and check out the photo and background information on Stefano Valentini now tacked onto the bulletin board in the back office. You can also find all the Mysterious objects you've collected sitting on the cabinet under Lily's picture.



SIDE MISSION: "GETTING BACK ONLINE"

SPEAK WITH SYKES

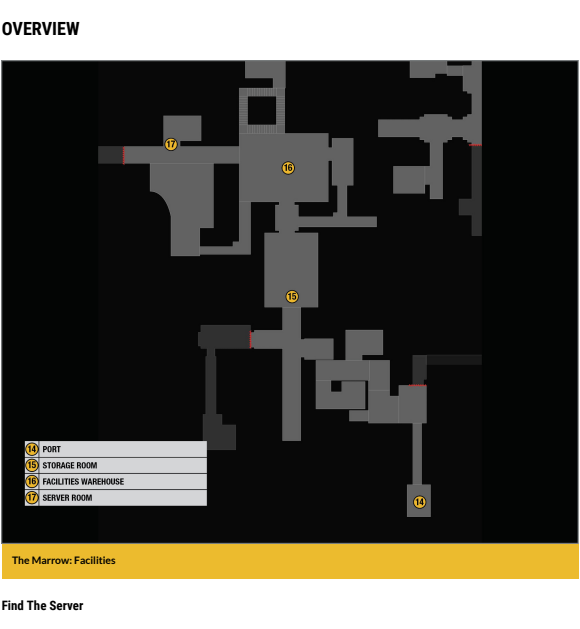
Approach Sykes and talk to him; Sebastian is "all ears." Sykes needs Sebastian to restart a server that went offline back in The Marrow Facilities area. He puts the location on your map. If you can activate the server, Sykes will unlock all of the orange Mobius supply caches for you. Select both dialogue choices to learn that Sykes thinks he can find a way out of Union—a "back door" that Mobius doesn't know about.



ACTIVATE THE SERVER IN THE MARROW

Grab everything you can in the Safe House then exit. Hustle back across the district to the Post Plus Safe House ⑬. Use the computer there to return to The Marrow: Facilities.

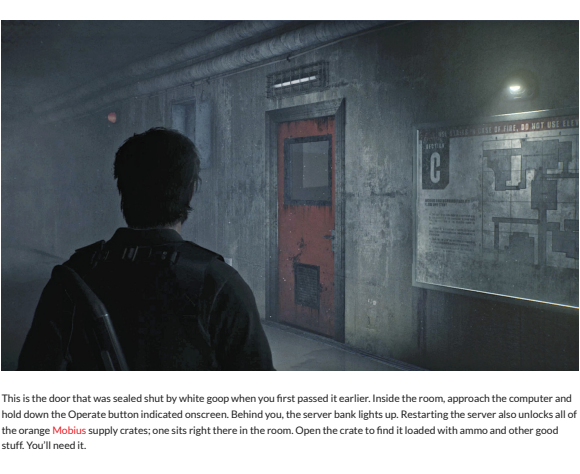
OVERVIEW



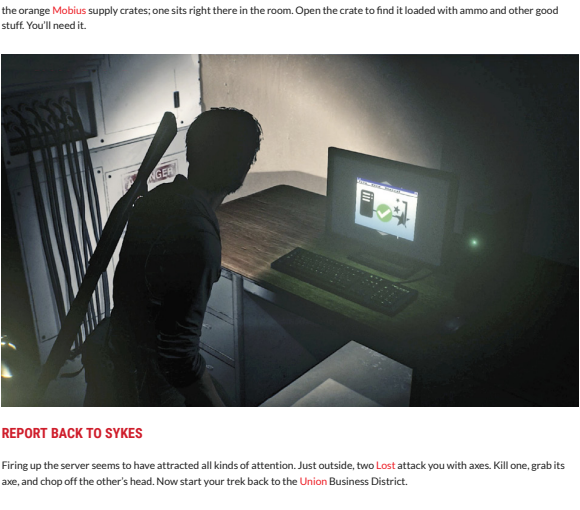
The Marrow: Facilities

Find The Server

From your arrival in the port ⑭, head up the corridor past Hoffman in her Safe House. Retrace your route back to the storeroom where you finally escaped the Watcher earlier ⑮. There's no sign of the Watcher's white goop anywhere! Continue on the route to the big Facilities warehouse ⑯, the place where you first met the Watcher. Again, the place is entirely without goop. Proceed through the far doors into the hall and find the red door ⑰ on the right, just past the wall signs.

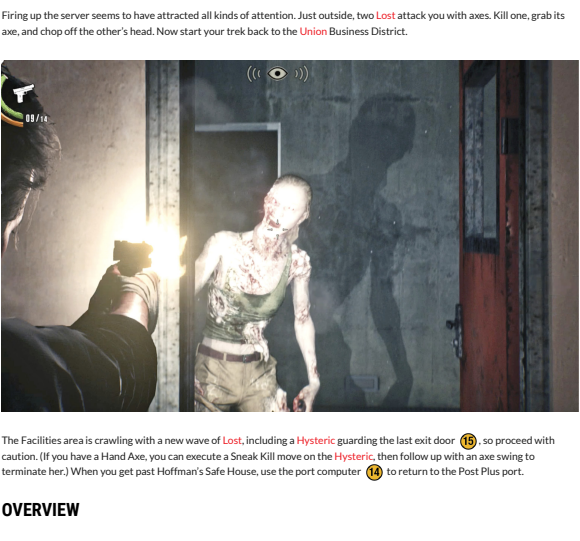


This is the door that was sealed shut by white goop when you first passed it earlier. Inside the room, approach the computer and hold down the Operate button indicated onscreen. Behind you, the server bank lights up. Restarting the server also unlocks all of the orange Mobius supply crates; one sits right there in the room. Open the crate to find it loaded with ammo and other good stuff. You'll need it.



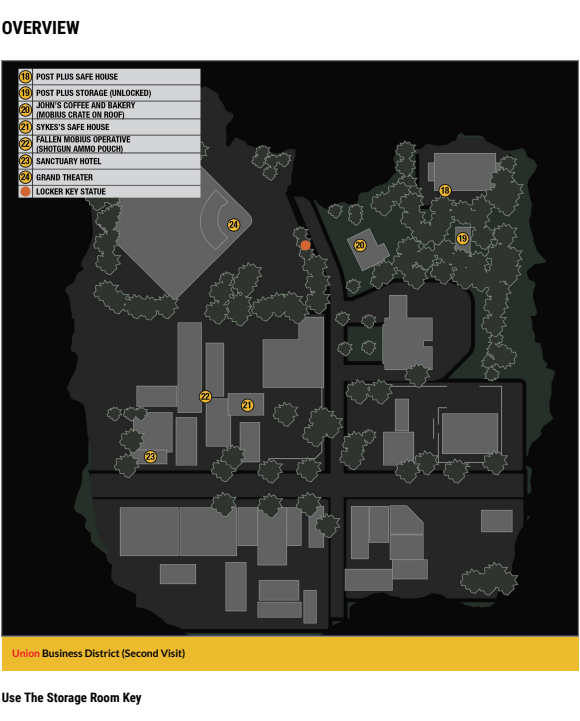
REPORT BACK TO SYKES

Firing up the server seems to have attracted all kinds of attention. Just outside, two Lost attack you with axes. Kill one, grab its axe, and chop off the other's head. Now start your trek back to the Union Business District.



The Facilities area is crawling with a new wave of Lost, including a Hysteric guarding the last exit door ⑮, so proceed with caution. (If you have a Hand Axe, you can execute a Sneak Kill move on the Hysteric, then follow up with an axe swing to terminate her.) When you get past Hoffman's Safe House, use the port computer ⑭ to return to the Post Plus port.

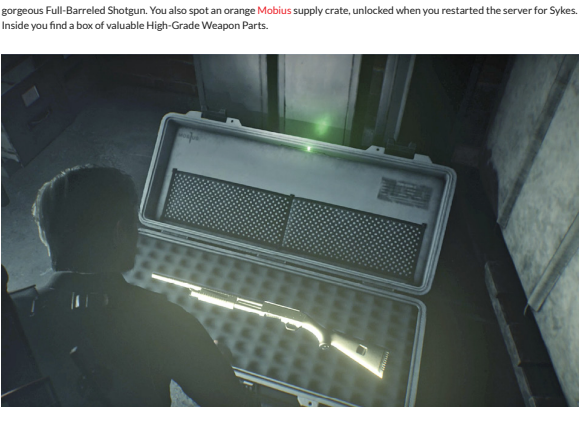
OVERVIEW


⑱ POST PLUS SAFE HOUSE
⑲ POST PLUS STORAGE (UNLOCKED)
⑳ JOHN'S COFFEE AND BAKERY (MOBIUS CRATE ON ROOF)
㉑ SYKES'S SAFE HOUSE
㉒ FALLEN MOBIUS OPERATIVE (SHOTGUN AMMO POUCH)
㉓ SANCTUARY HOTEL
㉔ GRAND THEATER
LOCKER KEY STATUE

Union Business District (Second Visit)

Use The Storage Room Key

From the Post Plus ⑱, head across the street and unlock the door to the storage room ⑲. (Sebastian uses the Storage Room Key that you picked up from the fallen Mobius soldier, Stevens, down in the south district alley.) Inside, you discover the gorgeous Full-Barreled Shotgun. You also spot an orange Mobius supply crate, unlocked when you restarted the server for Sykes. Inside you find a box of valuable High-Grade Weapon Parts.



WEAPON: FULL-BARRELED SHOTGUN

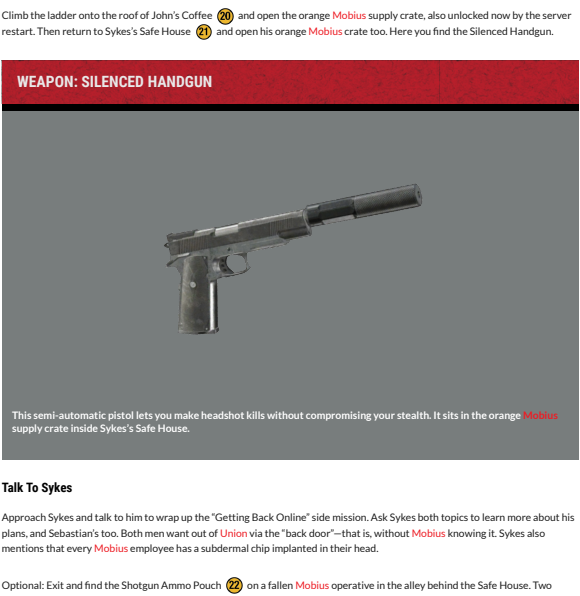
This beauty hits with roughly the same punch as the Sawed-Off Shotgun but with better range. Find it inside a weapon case in the supply room across from Post Plus. You need a key to unlock the room.

You also find a poor fellow with a Hand Axe lodged in his chest. Grab it if you need one. At some point while you're in the room, it suddenly goes ice-cold—the sign of the Anima. Try to open the front door. It's locked! Then you hear the off-tune humming. After the Anima makes her move, recompose yourself and exit the storage room.

Loot The Other Two Orange Crates

Climb the ladder onto the roof of John's Coffee ⑳ and open the orange Mobius supply crate, also unlocked now by the server restart. Then return to Sykes's Safe House ㉑ and open his orange Mobius crate too. Here you find the Silenced Handgun.

WEAPON: SILENCED HANDGUN



This semi-automatic pistol lets you make headshot kills without compromising your stealth. It sits in the orange Mobius supply crate inside Sykes's Safe House.

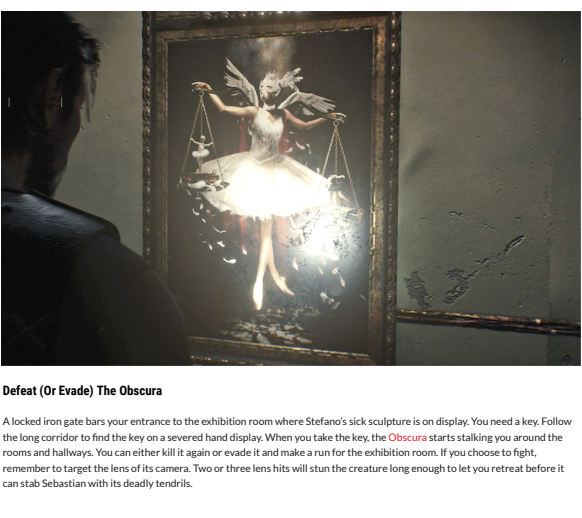
Talk To Sykes

Approach Sykes and talk to him to wrap up the "Getting Back Online" side mission. Ask Sykes both topics to learn more about his plans, and Sebastian's too. Both men want out of Union via the "back door"—that is, without Mobius knowing it. Sykes also mentions that every Mobius employee has a subdermal chip implanted in their head.

Optional: Exit and find the Shotgun Ammo Pouch ㉒ on a fallen Mobius operative in the alley behind the Safe House. Two jealous Hysterics guard the prize—one out in the parking lot, and another in the alley, standing right over the corpse.

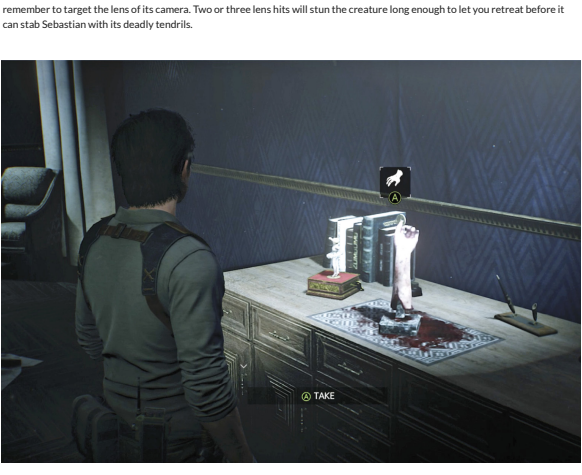
USE THE COMMUNICATOR TO SEARCH FOR THE REMAINING WORK OF ART

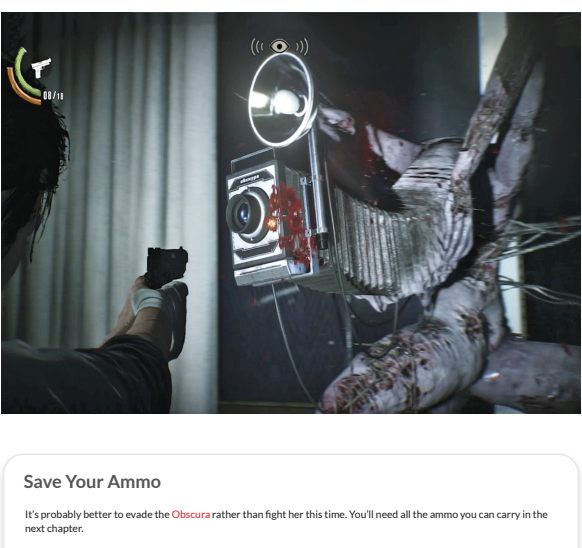
Now you can get back to the business of flushing out that scumbag Stefano. Check your map to see that his other work of art is in the Sanctuary Hotel ㉓, just around the corner from Sykes's Safe House. Enter the lobby to find some pickup items plus a pair of Fuji Dew machines to hit for prizes. Then head upstairs and find Stefano's other portrait photo hanging at the end of the corridor. Investigate it to get pulled into a warped but now-familiar world.



Defeat (Or Evade) The Obscura

A locked iron gate bars your entrance to the exhibition room where Stefano's sick sculpture is on display. You need a key. Follow the long corridor to find the key on a severed hand display. When you take the key, the Obscura starts stalking you around the rooms and hallways. You can either kill it again or evade it and make a run for the exhibition room. If you choose to fight, remember to target the lens of its camera. Two or three lens hits will stun the creature long enough to let you retreat before it can stab Sebastian with its deadly tendrils.

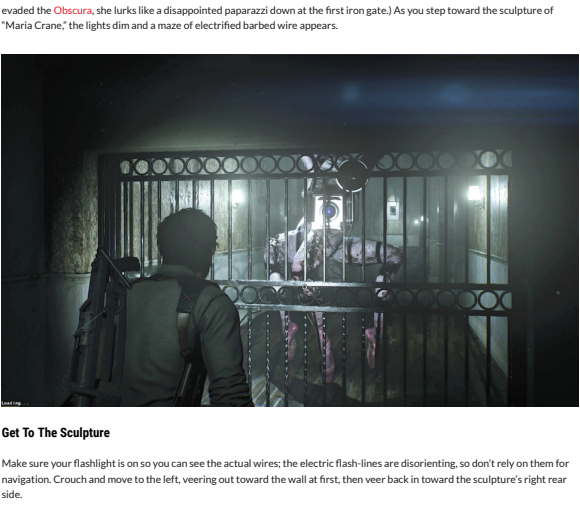




Save Your Ammo

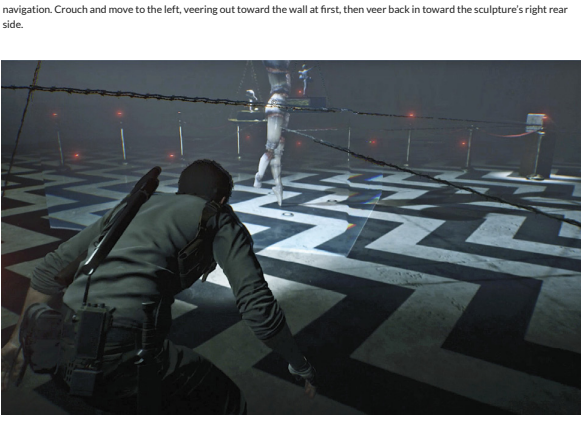
It's probably better to evade the Obscura rather than fight her this time. You'll need all the ammo you can carry in the next chapter.

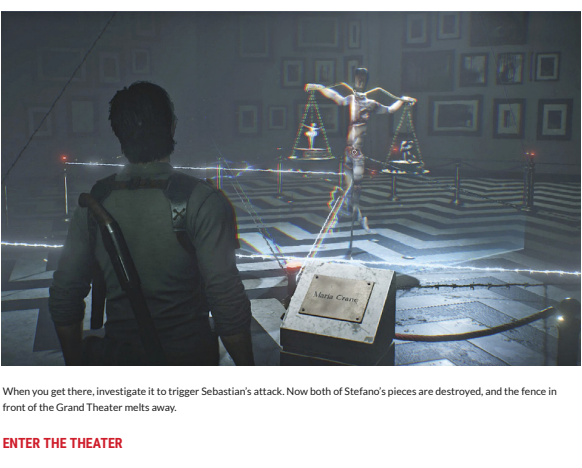
Once the Obscura has fallen (or if you choose to make a run for it) return down the hallway. Lift the first iron gate by rapidly tapping the button indicated onscreen, then climb the stairs and unlock the second gate with the key you just acquired. (If you evaded the Obscura, she lurks like a disappointed paparazzi down at the first iron gate.) As you step toward the sculpture of "Maria Crane," the lights dim and a maze of electrified barbed wire appears.



Get To The Sculpture

Make sure your flashlight is on so you can see the actual wires; the electric flash-lines are disorienting, so don't rely on them for navigation. Crouch and move to the left, veering out toward the wall at first, then veer back in toward the sculpture's right rear side.

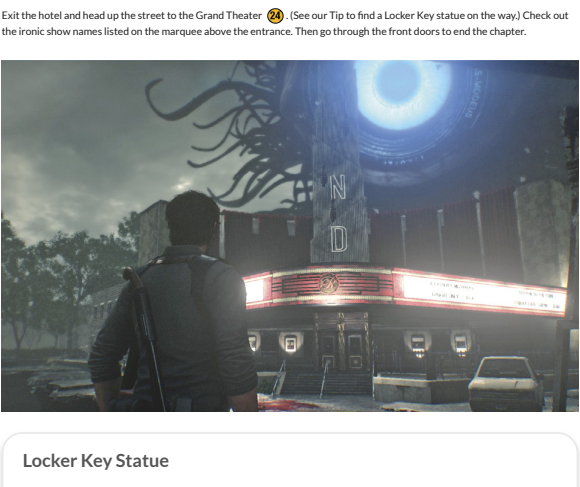




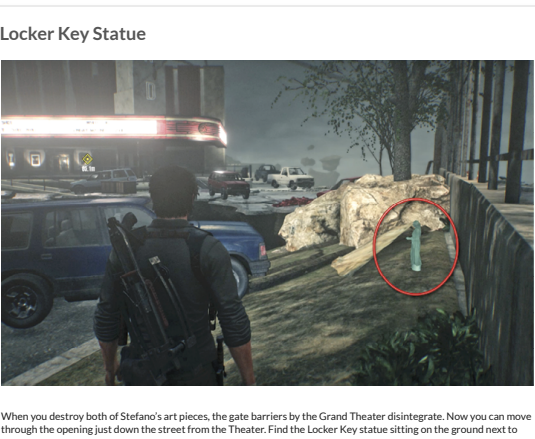
When you get there, investigate it to trigger Sebastian's attack. Now both of Stefano's pieces are destroyed, and the fence in front of the Grand Theater melts away.

ENTER THE THEATER

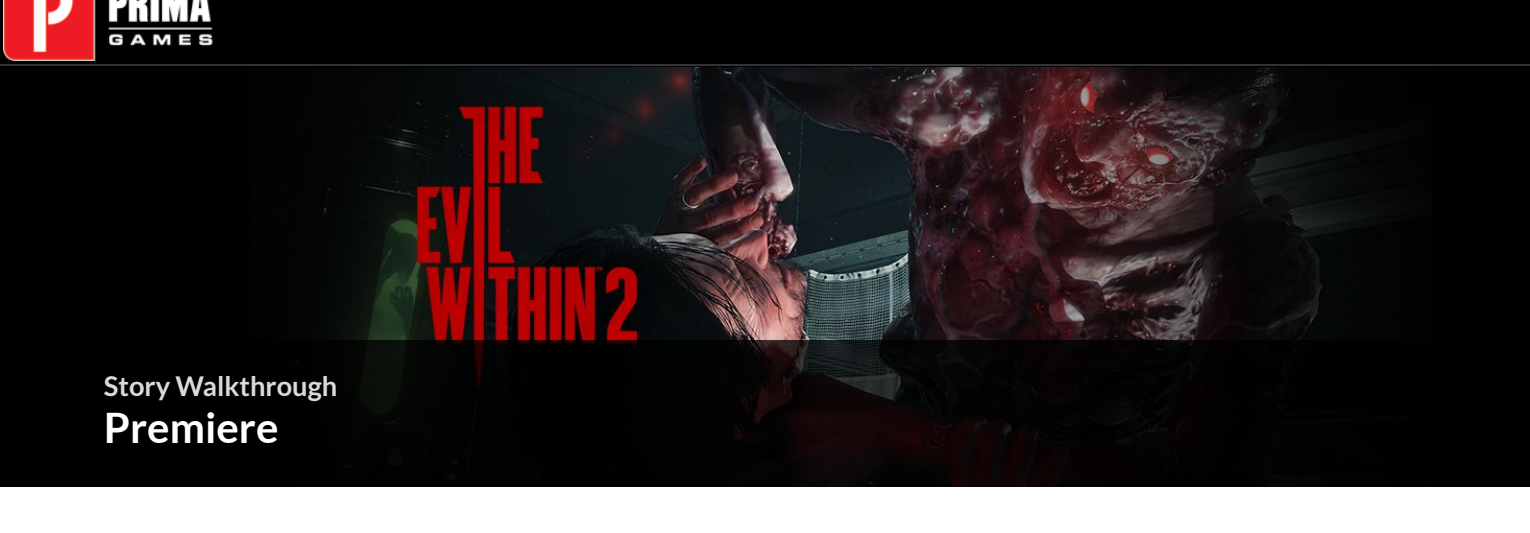
Exit the hotel and head up the street to the Grand Theater ㉔. (See our Tip to find a Locker Key statue on the way.) Check out the ironic show names listed on the marquee above the entrance. Then go through the front doors to end the chapter.



Locker Key Statue



When you destroy both of Stefano's art pieces, the gate barriers by the Grand Theater disintegrate. Now you can move through the opening just down the street from the Theater. Find the Locker Key statue sitting on the ground next to the fence.



Story Walkthrough

Premiere

Stefano's not running from Sebastian anymore. But the Grand Theater is this self-proclaimed artist's turf, so be prepared for some unpleasant surprises.

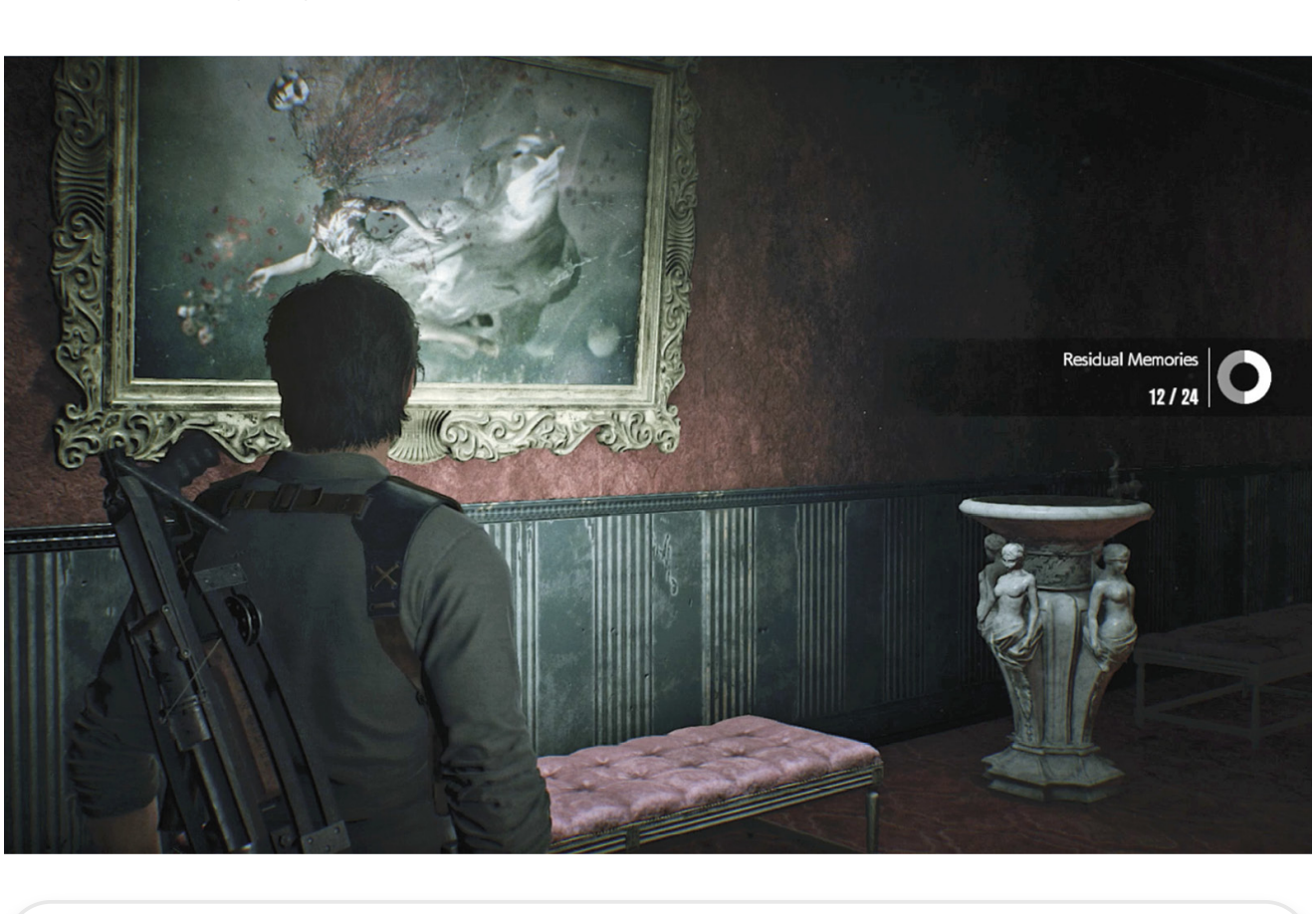
OVERVIEW

OBJECTIVES

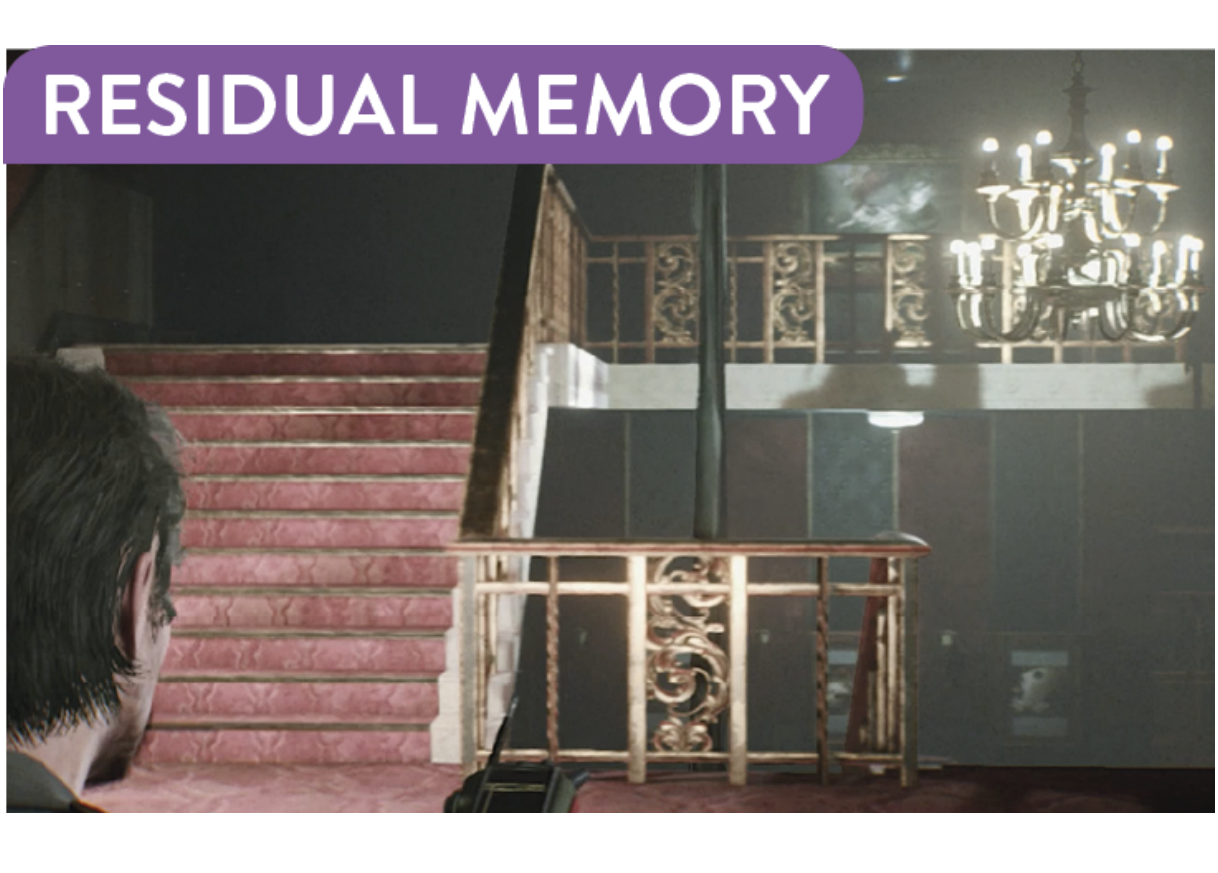
- Take down Stefano and save Lily Collectibles
- 1 Residual Memory

OBJECTIVE: TAKE DOWN STEFANO AND SAVE LILY

Go through the foyer into the main lobby and climb the first staircase to the theater level. This is where you enter the theater itself, but first climb up the stairs to the second level to investigate a Resonance Point. Approach the portrait on the back wall and tune in the memory with your Communicator.



"Stefano's Affirmation"



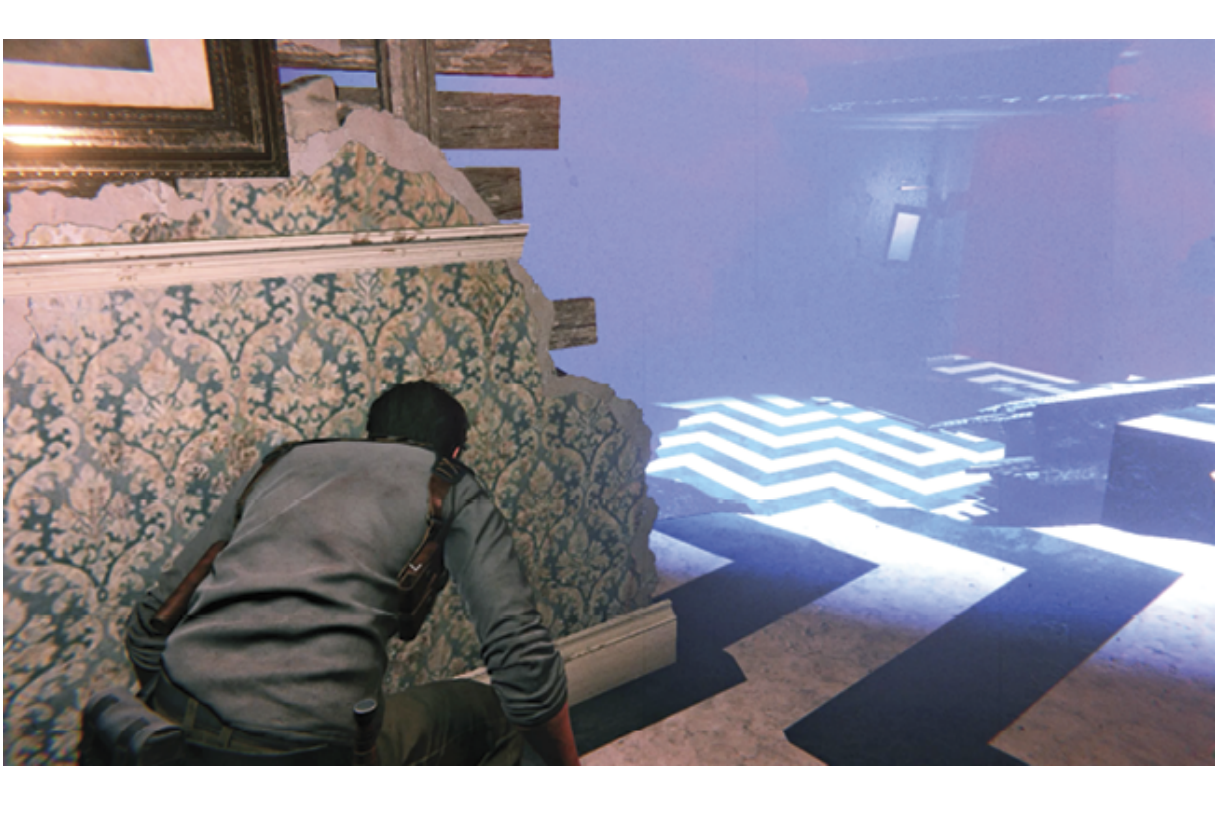
Climb the stairs to the top level in the Grand Theater lobby and approach the portrait on the wall to tune in this memory.

Navigate The Shattered Corridor

Enter the theater to watch the long cutscene as Stefano waits on stage before a captive audience. When it ends, you see Stefano at the end of a long corridor. Start running after him. As you do, the corridor breaks apart! But Sebastian won't let that stop him from hunting down Stefano.

Watch for onscreen cues as you proceed, telling when you need to either climb down or climb up obstacles on the route. From the start, aim directly at the middle of the next floating section and climb down. Sebastian is flung onto his back then recovers. Then the Aperture appears, slamming its tentacles onto the floor ahead.

Keep to the Shadows

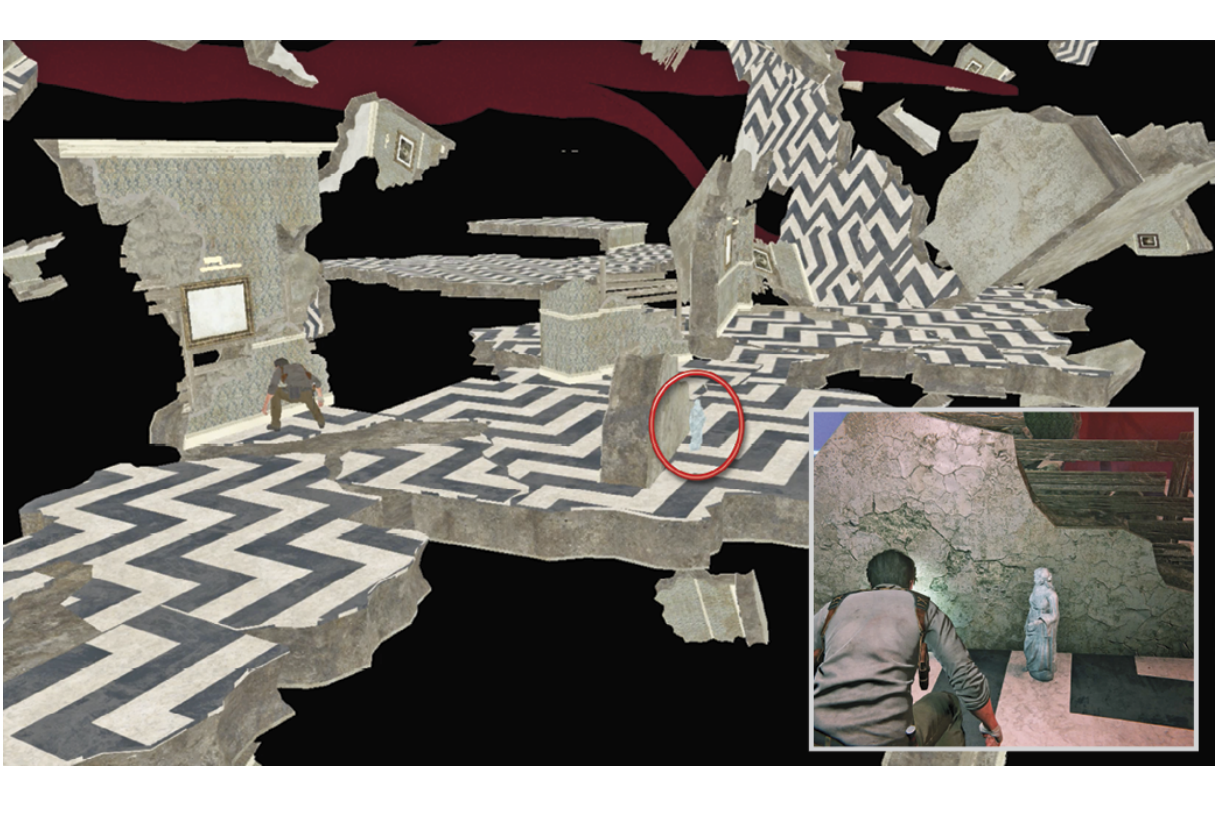


The trick to getting across the shattered corridor is to stay out of the searchlight gaze of the Aperture! Many wall sections line the left side of the route. Use them to cut off the big eye's gaze.

The key now is to stay out of the bright gaze of the Aperture. If the creature sees Sebastian, it quickly crushes him. This is *not* a timed event; although the corridor is shattered and twisted, the pieces are stable, so take your time. Just don't get caught out in the open by the searchlight.

When the gaze moves away, veer rightward to the two wall sections and camp behind the low wall. When the gaze moves away again, veer left and climb down to drop to the next section. Climb up to the next platform to your left and run again. Note that a Locker Key statue is hidden behind one of the low wall segments on the right.

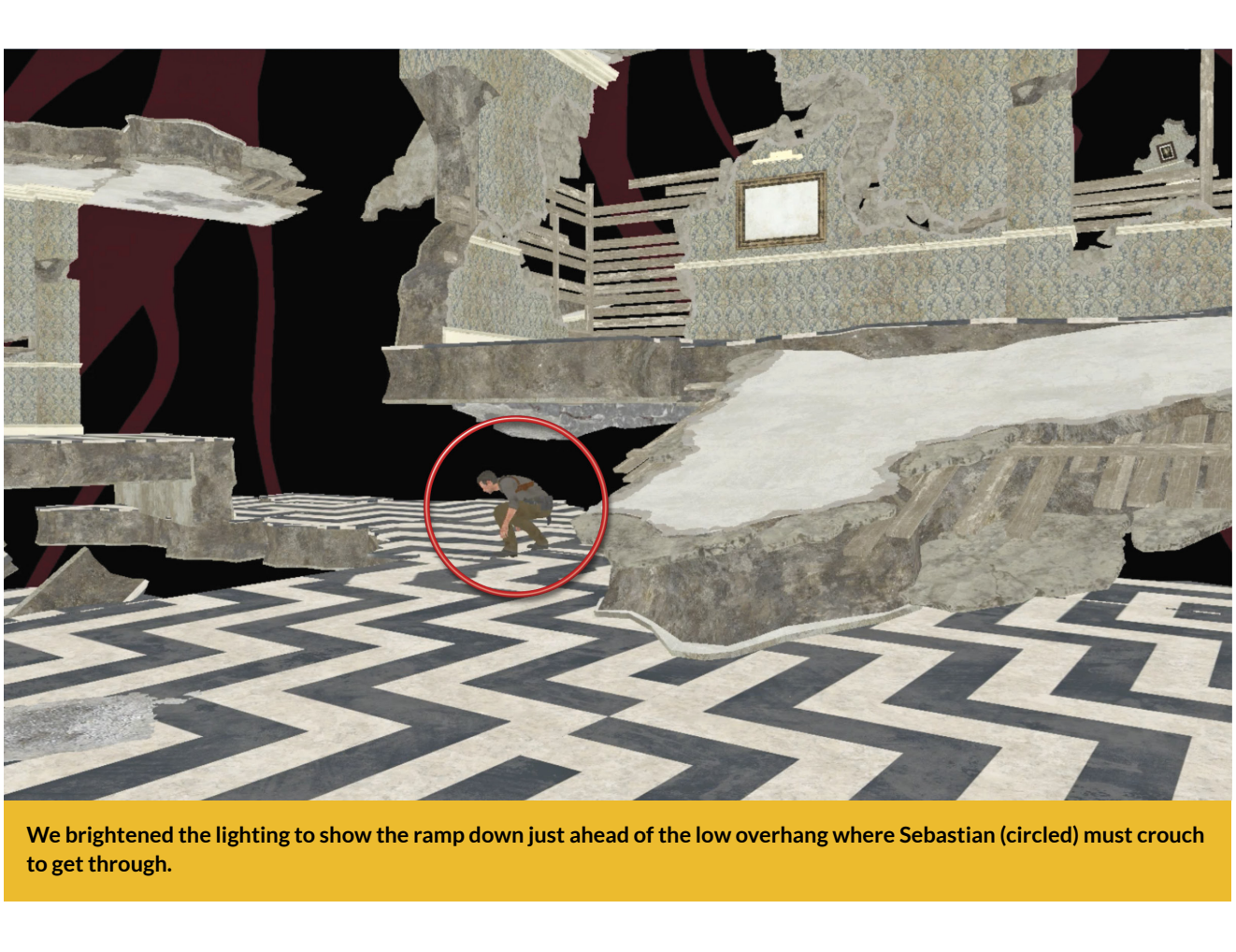
Locker Key Statue



This is one of the toughest statues to find. It's tucked behind a low wall section on the right side of the route. We brightened the lighting in our screenshot here to show its location more clearly. To get behind the wall, go around its far side; you can't get behind it from the near side as you approach.

Follow the obvious route along the corridor fragments, hiding in the shadow of walls when necessary. When you reach another section of corridor twisted sideways, climb down to get flung onto it.

This next part is tricky. (See our screenshot.) When the Aperture's gaze is away, turn left and run down the broken slab of wall that forms a ramp to the next piece of the corridor below, and hide behind the wall blocking the Aperture's gaze. When the gaze moves away, hustle to the overhanging section and crouch to duck underneath it. Stay under the overhang until the coast is clear, then emerge and run to the next low rise to climb up.

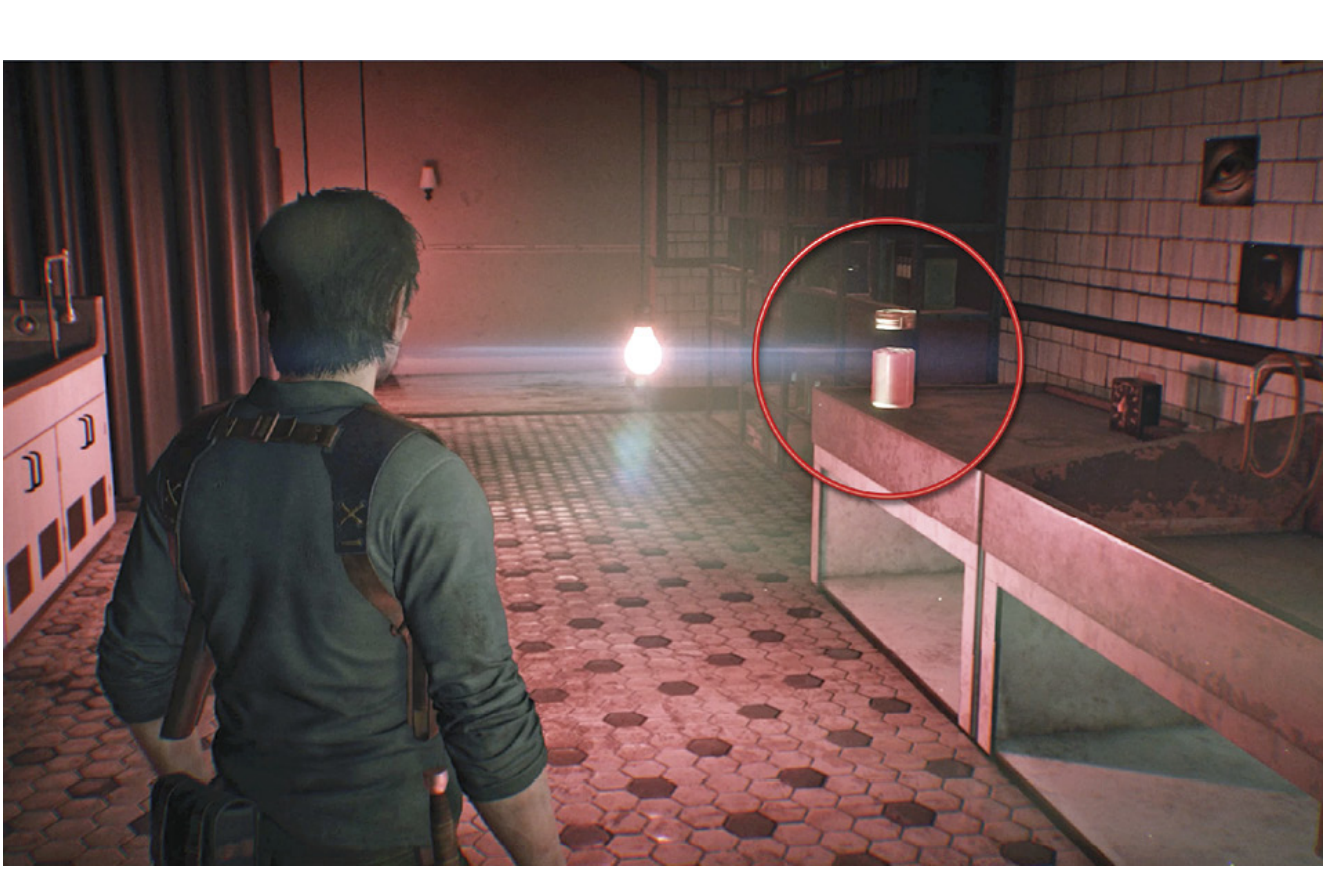


We brightened the lighting to show the ramp down just ahead of the low overhang where Sebastian (circled) must crouch to get through.

Veer rightward between the two wall sections then climb up the next low wall. Now it's a straight sprint until you trigger the sequence-ending cutscene: Sebastian barely escapes the Aperture's hostile tentacles and sprints through a brightly-lit doorway.

Find Stefano

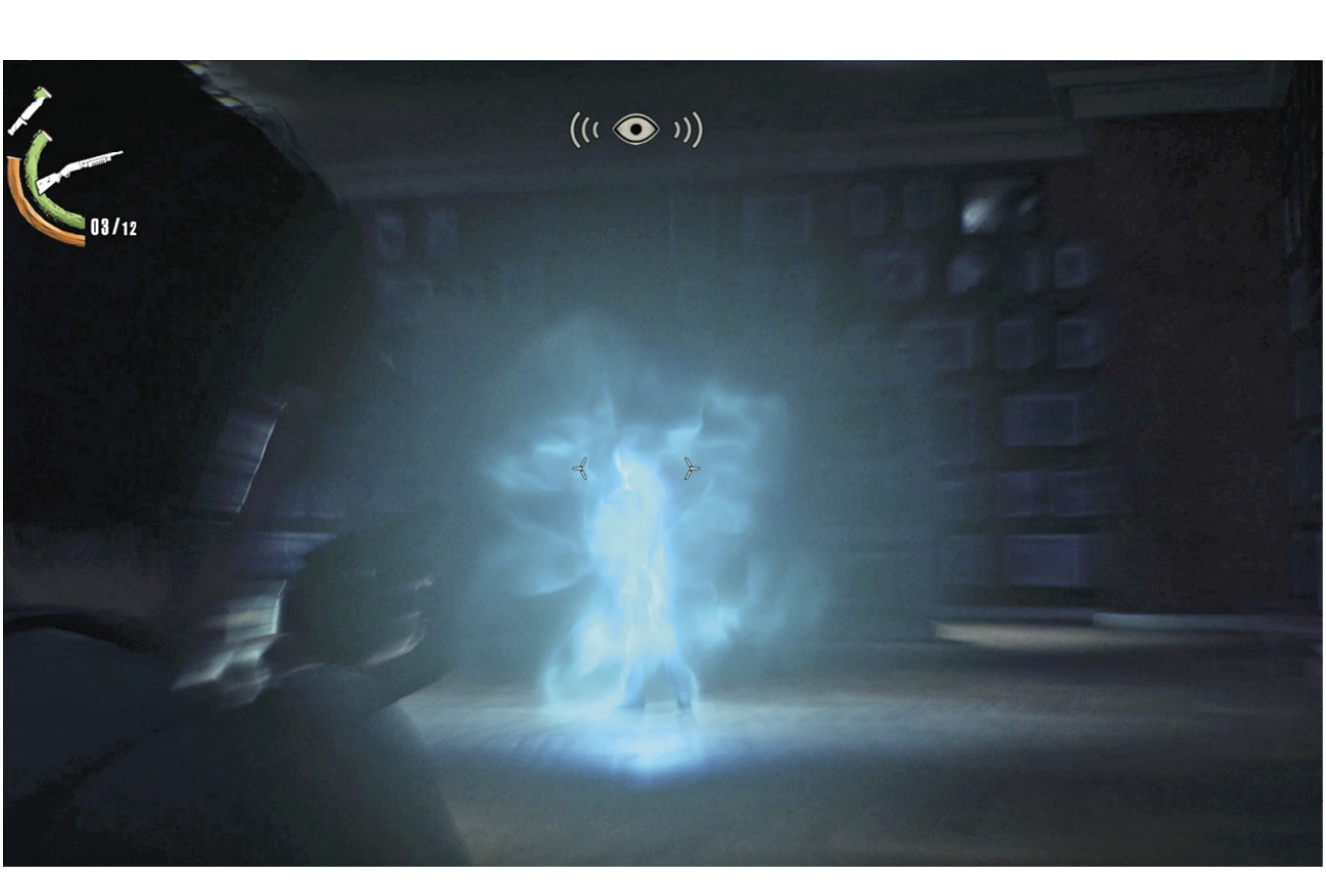
Proceed through the next doors into a photographic darkroom where you can pick up several items including a jar of Red Gel. Use the Mirror here to travel back to Sebastian's room for crafting, upgrades and target practice, if you want. You want as much ammo as possible, and you want your weapons and skills in top shape.



When you're ready, exit the darkroom and go through the doorway down the next hall. This puts you back in Stefano's domain where you started your whole STEM experience. Descend the stairs to the main floor—look for a Medical Kit in the back alcove here—and then follow the long corridor to the reception area. Snag the Shotgun Shells sitting on the desk then continue past the "Sebastian Castellanos" nameplate on the podium to enter the arena. After a short confrontation scene, Stefano pulls out his weapons—a knife and a camera—and the battle begins.

Defeat Stefano: Phase 1

Stefano can phase-shift. He'll zap himself quickly all around the arena, so you'll have to keep swiveling side to side to locate him. He tosses his knife from a distance and slashes it across you when he's in close. Both attacks hurt moderately, but you can dodge his throws fairly easily, and circle away from his slash attempts. Watch for the bluish smoke of his phasing activity.



Stefano can also use his camera to cast a "slow-time" field: a bluish cube that surrounds you and slows your movement. When this happens, he moves in close for a Grab-Stab attack that hurts badly. Listen for a cue that precedes this. When you hear Stefano say, "What a great shot!", "Smile for the camera!", or "Hold still for the camera…" and he raises his camera, start running! If you get caught in the field, keep running in slow-motion until you pop out.

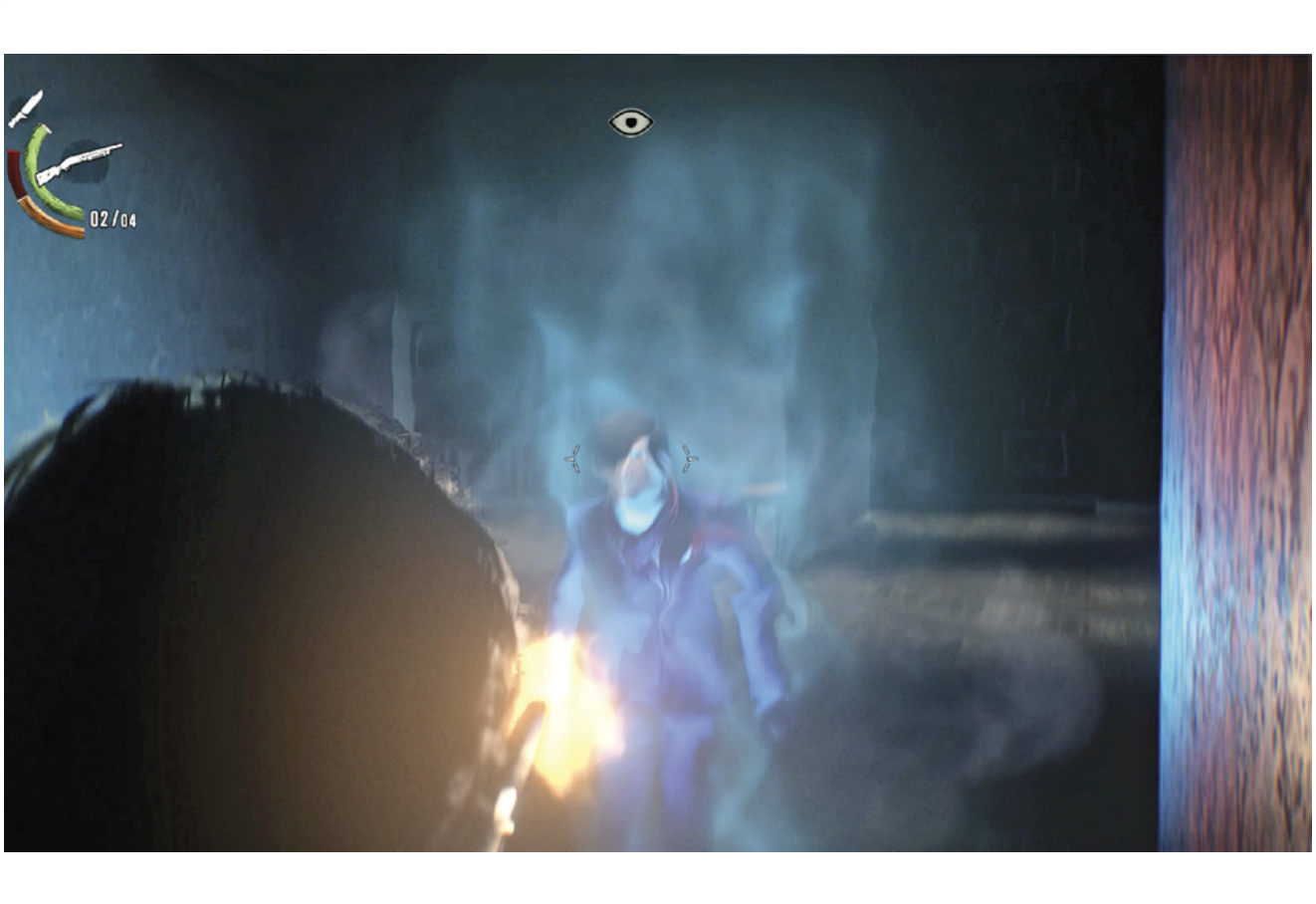
Tips from the Testers

Stefano teleports often. Conserve ammo by luring him in to attack you first.

Watch out for the Aperture's tentacles; avoid moving around while they crash down. Finding a safe spot to wait it out may be the best option.

During the second phase of the fight, Stefano frequently teleports to the same central location. Use this knowledge to catch him off-guard.

Pay close attention to Stefano's phase-shifting pattern. He likes to pop in/out, approaching you in a straight line from a distance in a series of four shifts that jump progressively closer to your position. Don't waste shots by firing wildly after he's already in sight. Instead, once you figure out his pattern, you can aim and fire at the next spot where he'll appear, hitting him just as he phase-shifts into view!



One effective combat tactic is to back yourself into a corner and wait for Stefano to appear. This cuts off his approach angles so he can't drop in out of your peripheral vision. Be ready to sidestep Stefano's tossed knives and to slide away from his close range attacks, and then slide back into the corner when he phase-shifts away.

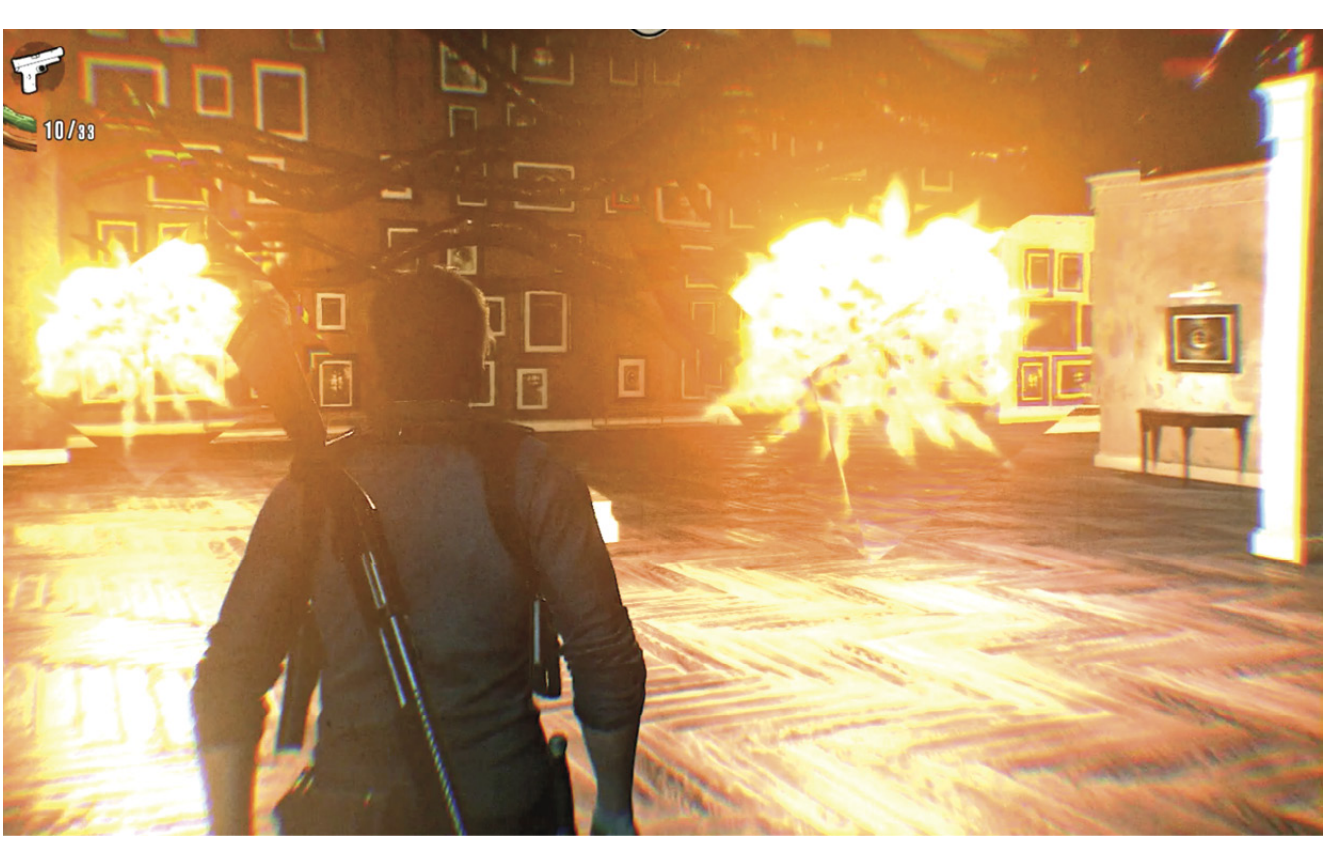
Replenishing Resources

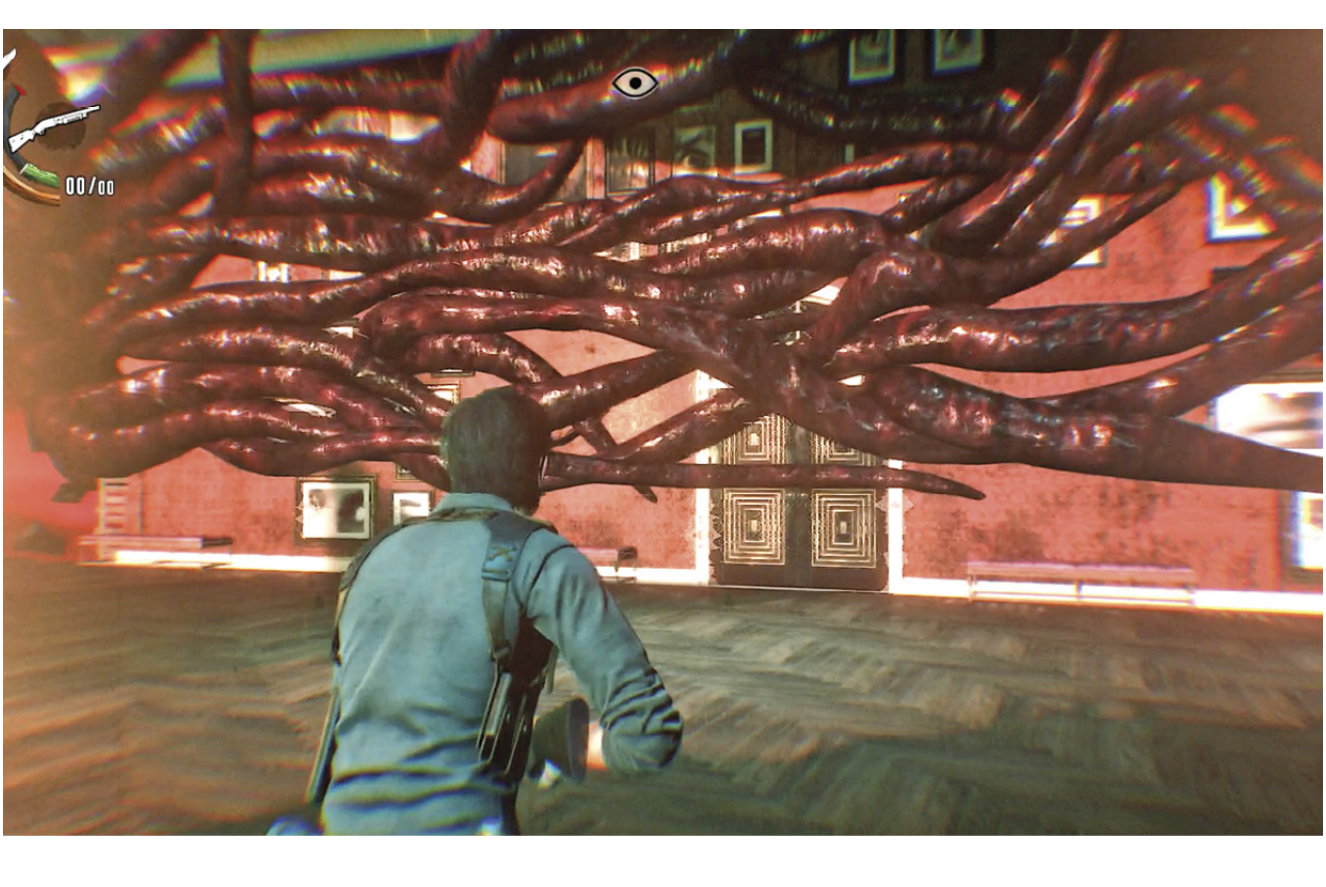
When you get low on ammo or health items, circle the room and look for ammo/health pickups that appear regularly on several tables.

When you've nailed Stefano enough times, he staggers and falls to one knee. But now the guy's *really* angry. He summons his pal, the Aperture. Get ready for Phase 2.

Defeat Stefano: Phase 2

Stefano keeps up his phase-shifting knife attacks, but his pattern changes, shifting side to side instead of approaching in a straight line toward you. This makes targeting him much more difficult. He adds a devastating dash attack that ends in a nasty series of multiple stabs, each one a separate attack. Stefano also conjures up time-frozen explosive traps that detonate if you get close, inflicting significant damage.

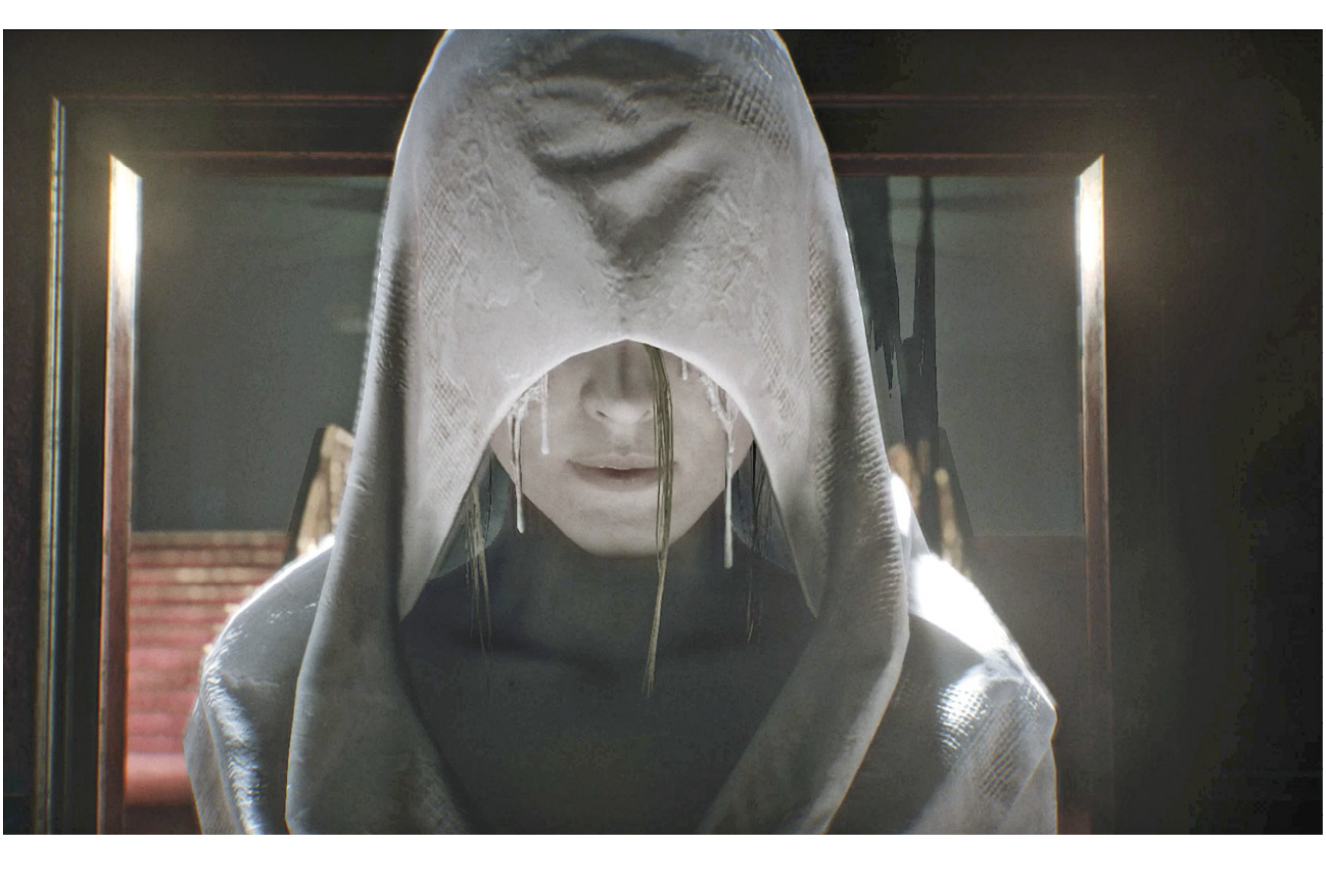


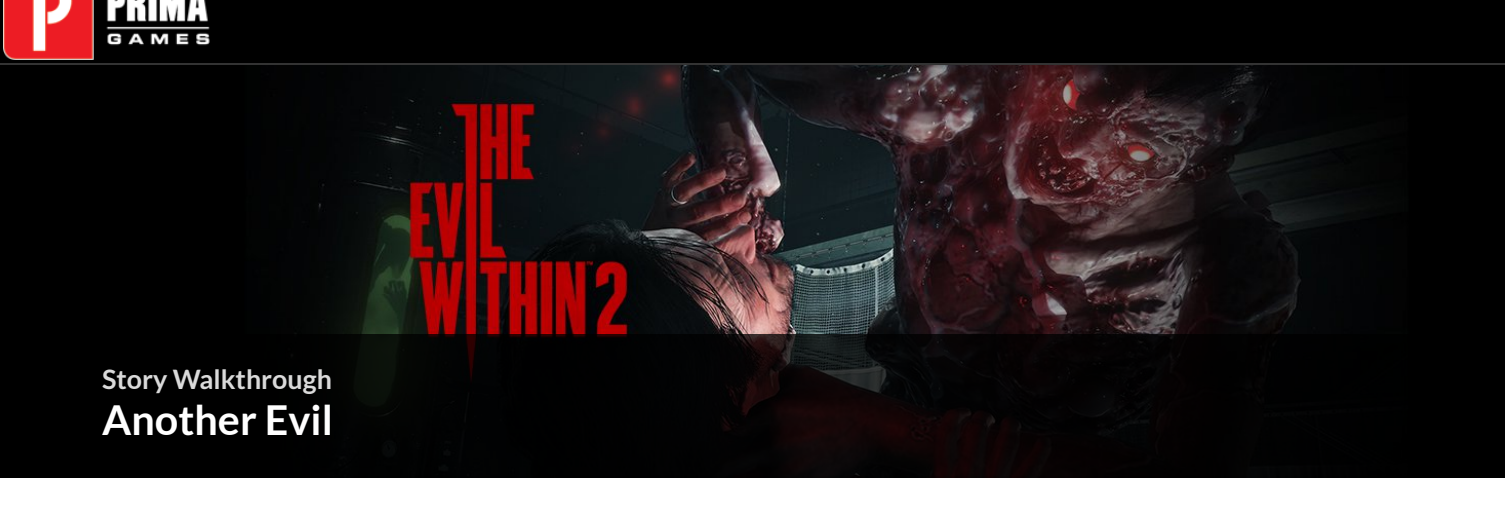


Meanwhile, Stefano's hovering eye-pet slams its slimy tentacles onto the arena at intervals, knocking down room dividers to reduce your options for hiding and cover. You can try setting up in the corner again for short periods, but you'll need to be more mobile to avoid the Aperture's crushing hits and Stefano's wild rushes. Note that shooting these tentacles will make them retreat, after which the damaged tentacle won't attack again for 1 minute.

Hang tough, though. If Stefano gets close, swing your own knife to counter his melee. Keep dodging his slashes and getting in a headshot here and there. Eventually, Stefano will fall, causing his sad Aperture buddy to sink into… well, whatever's out there.

The fight's end triggers a long cutscene: Sebastian is reunited with his loved ones. The reunion is brief, however, and not particularly amicable. He ends up at the desk back in his Room, where things have changed a bit.



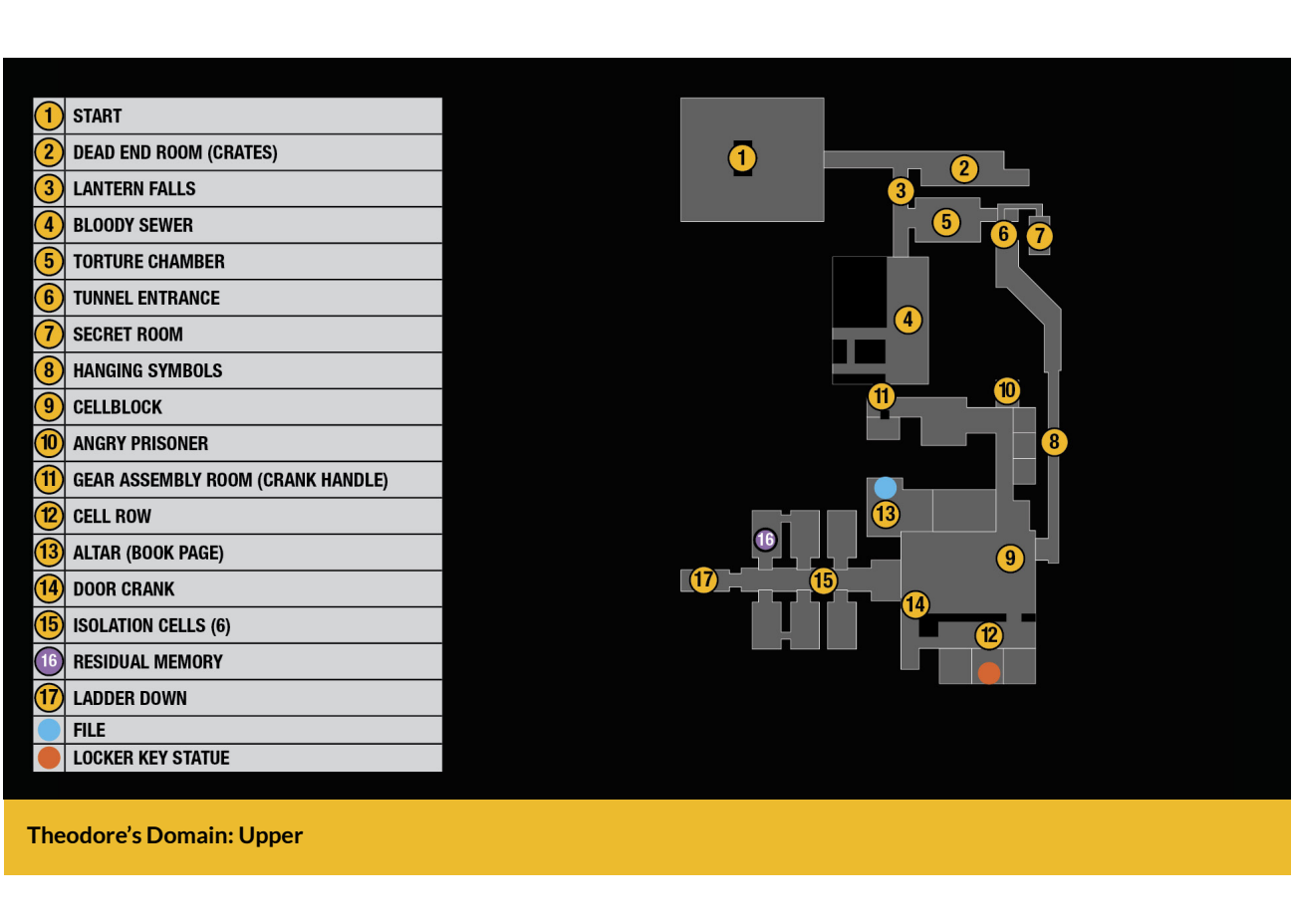


Story Walkthrough

Another Evil

Somebody with an affinity for candlelight has been in Sebastian's Room. Stefano is dead, and this doesn't look like a Mobius message. Looks like somebody else is disrupting the STEM environment. If the symbol on the altar looks familiar, yes, you saw it in the church back in the Union Residential Area. You also saw it on the "Extravagant Letter" you found in the hotel.

OVERVIEW



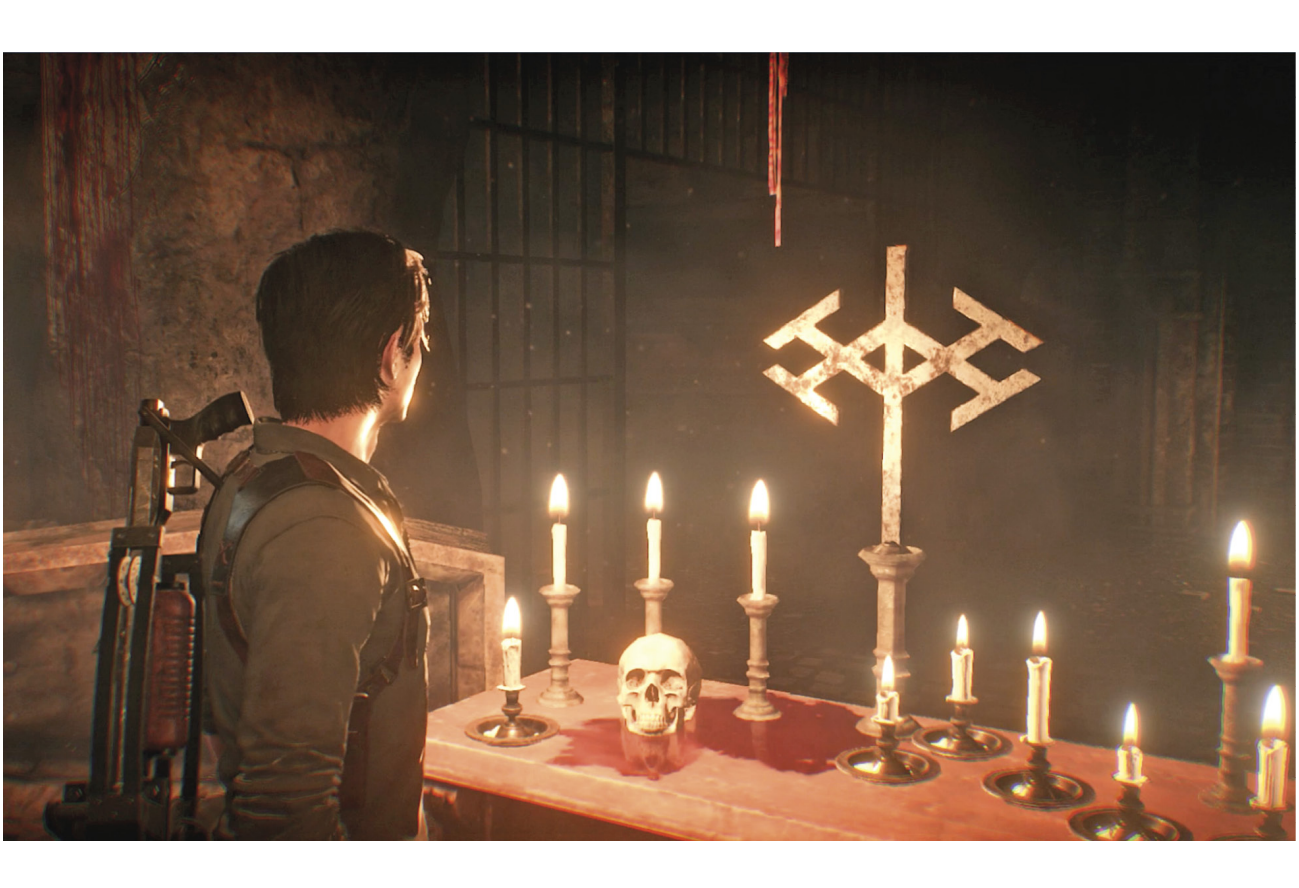
Theodore's Domain: Upper

OBJECTIVES

- Get your bearings and look for signs of Myra and Lily Collectibles
- 1 File
- 1 Residual Memory

GET YOUR BEARINGS AND LOOK FOR SIGNS OF MYRA AND LILY

Investigate the altar in Sebastian's Room. Sebastian picks up the Lily doll and suddenly suffers a vision of flaming beast-men advancing on him. When the vision breaks, you find yourself at another altar—but this one sits in a grim, macabre complex of underground dungeons and catacombs. Investigate the symbol on the altar ①. It looks familiar to Sebastian, who's seen it in the "real world." It's the symbol for the Mu Center where so many Union residents came from.



Navigate The Catacombs

Go through the door directly ahead, the only way out of the room. As you step through the doorway, Sebastian is stunned by another vision and hears a voice calling him "Seeker." Follow the passage straight ahead into an area with coffins, gravestones, and a few crates ②. This is a dead end, but you can find useful pickups here, including some Shotgun Shells. Smash up the crates to find other stuff. The way ahead is blocked by a cave-in, so turn around and take the side passage on the left.

As you descend a short staircase, a hanging lantern falls just ahead of you ③ and explodes into flames. Remember this incident: a number of these lanterns hang in the passages ahead. When you shoot them, they drop and burst into flames. This can be a very effective weapon against foes as you move through the catacombs.

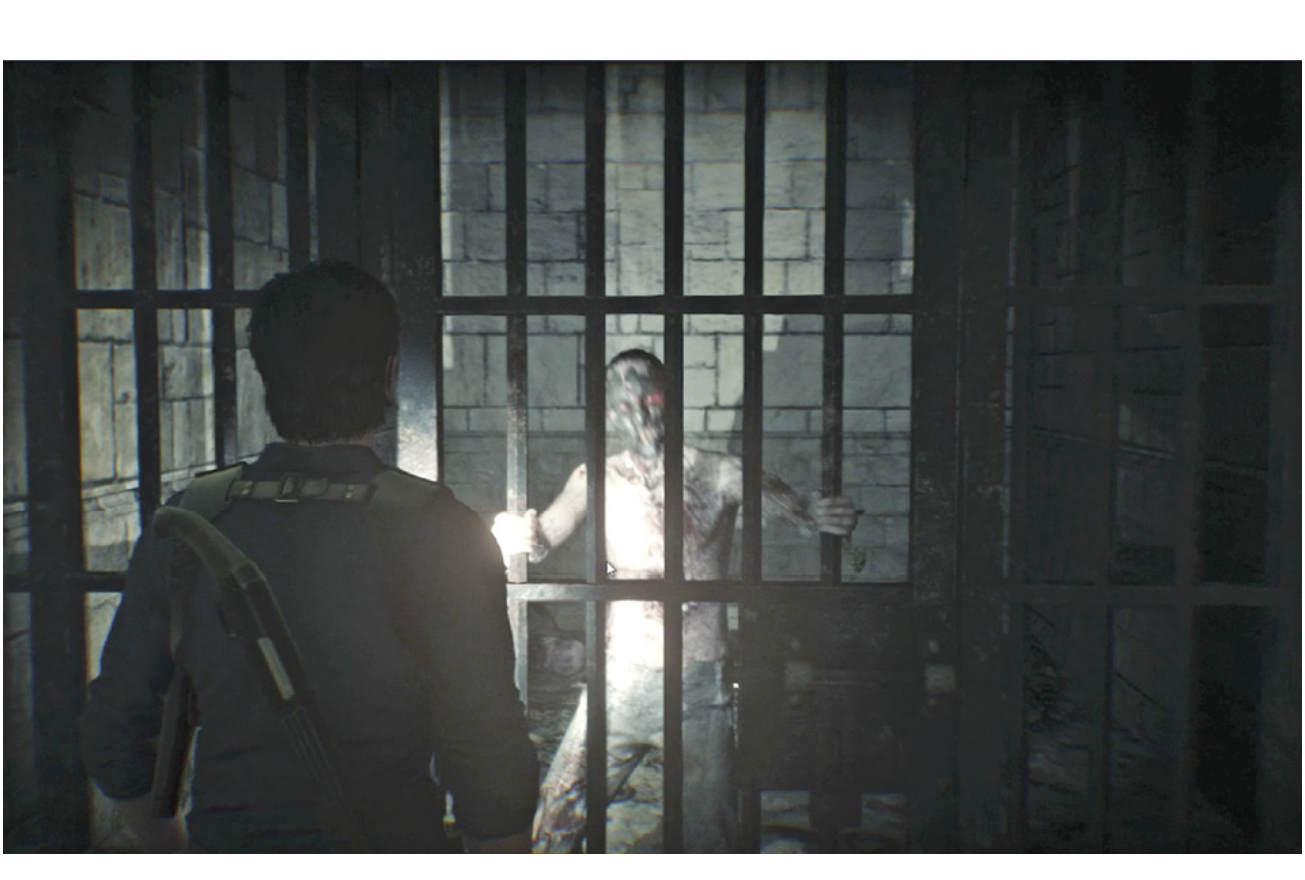
Go through the door directly ahead; this bloody sewer ④ is another dead end, but again you can stock up on pickup items. Shoot the sleeping Lost for an easy kill. Crouch and move down the canals to find some Handgun Bullets. Then exit via the door you entered and take the first right into a gruesome chamber ⑤ full of horrifying torture devices. Investigate them and loot the pickups.

Exit via the staircase that leads down to a hole torn in the wall ⑥. Enter and follow the passage to another dead-end room ⑦. Be aware that a sleeping Lost just to the left will wake up as you enter, so gun him down. Then grab the Medical Syringe on the table, scoop up Green Gel, and crawl back through the tunnel.

Descend the wide staircase, open the metal gate, and proceed down the long passage ⑧ hung with the Mu symbols. It leads to another metal gate. Open it to enter the dungeon cellblock ⑨.

Find A Crank For The Cellblock Exit Gate

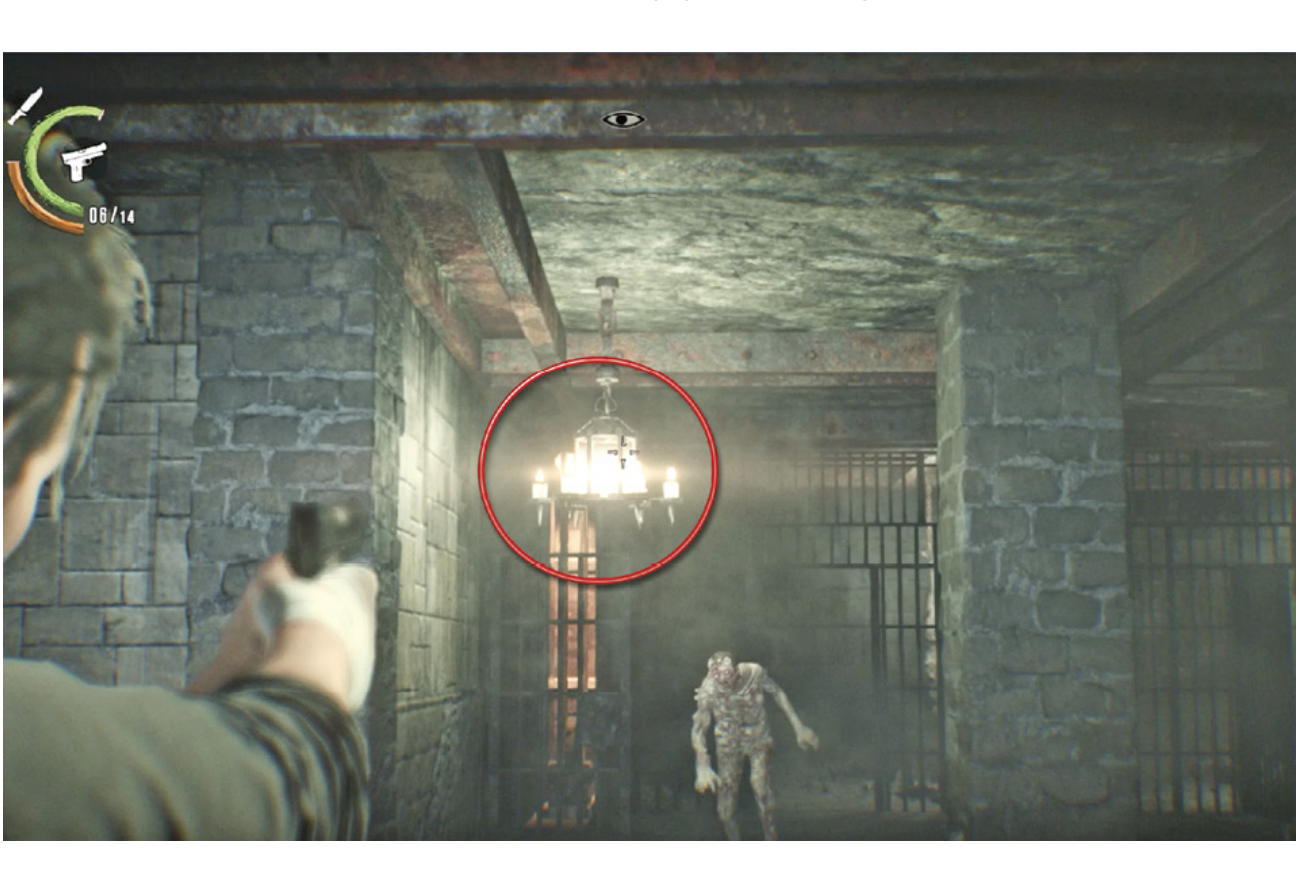
Here you find gibbets hanging from the ceiling, and a number of Lost prisoners in cells. The exit gate at the other end of the cellblock opens via a crank ⑭ but it has no handle that you can turn yet. So, from the entrance gate, turn right and move along the corridor of cells. (Note that each cell has a gear mechanism attached to the door.) You see a particularly active and hostile fellow just ahead ⑩. Turn left at his cell and go to the next door, which leads into a gear assembly room ⑪.



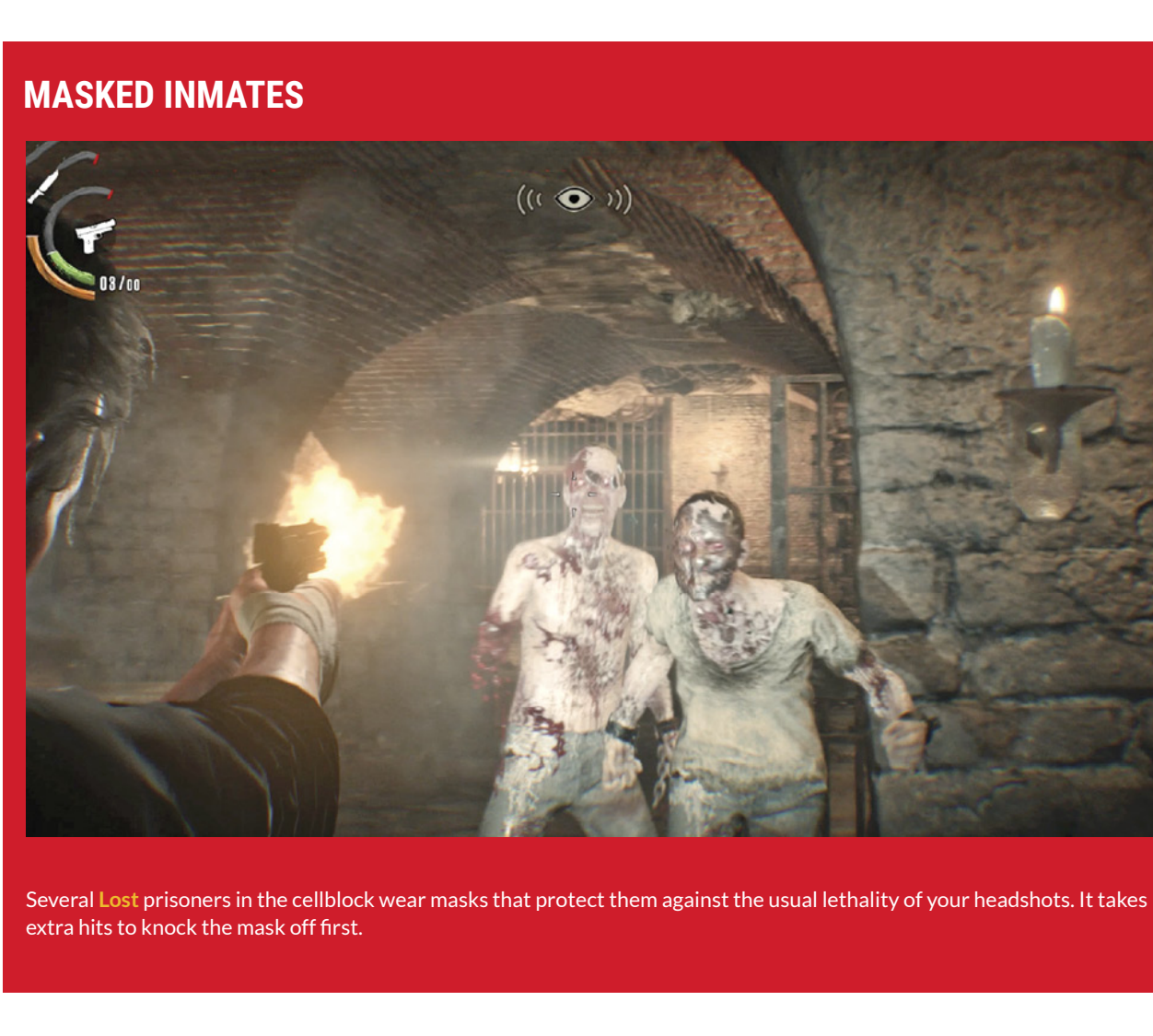
Take the gear handle off the crank. This gives you the tool you need to get past the cellblock. Unfortunately, it also releases the gear mechanism that opens all of the cell doors in the block. This means that your exit from the cellblock will be very unpleasant.

Explore The Now-Liberated Cellblock

That's right—you just single-handedly engineered a jailbreak by snagging that crank handle. Slip out of the gear assembly room and take cover. Up ahead, a Lost inmate loiters underneath a hanging lamp. Shoot the gas lamp to drop it on the poor fool.



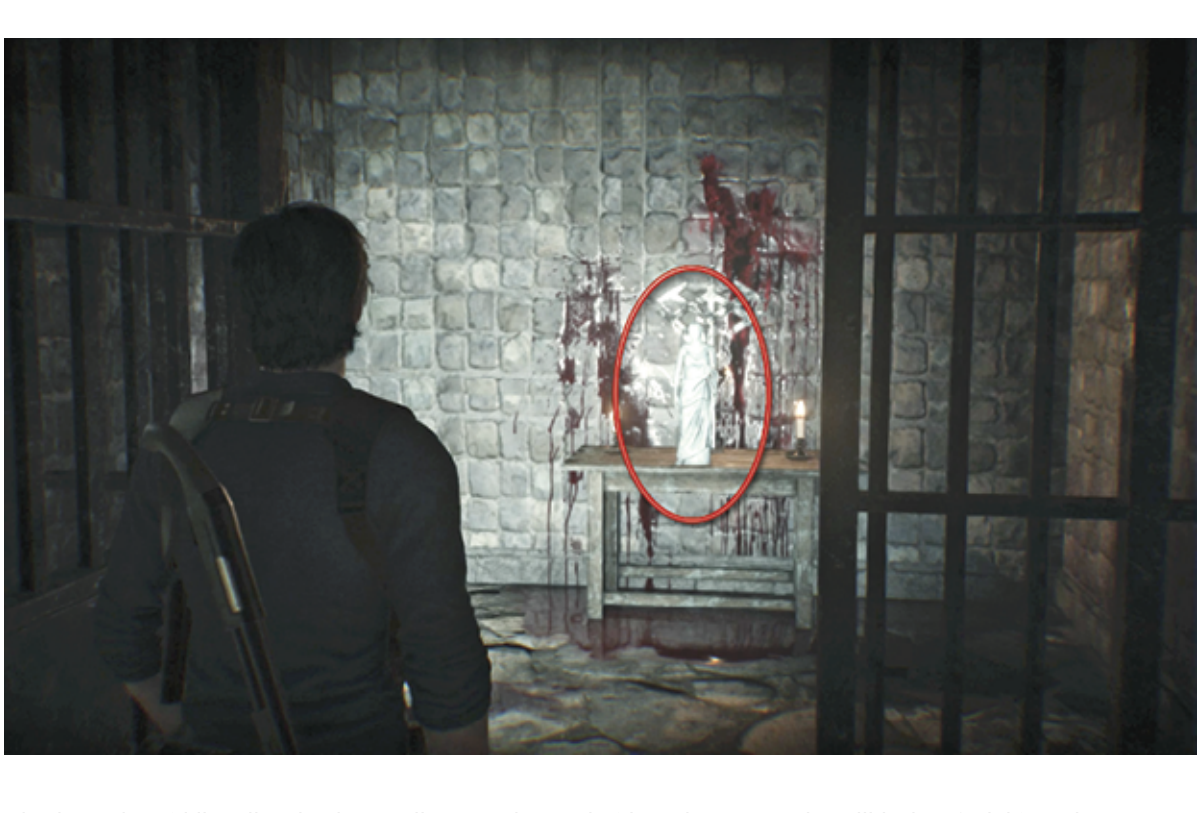
MASKED INMATES



Several Lost prisoners in the cellblock wear masks that protect them against the usual lethality of your headshots. It takes extra hits to knock the mask off first.

Fight your way past the row of cells back to the central area of the block ⑨, looting empty cells as you go, and shooting ceiling lamps over enemies when you can. Before you head for the exit door crank, check out the row of three cells ⑫ on the other side of the cellblock to find some useful and collectible items. (See our Tip for a Locker Key Statue!) Watch out for the crawler in the first cell! He'll get you by the ankles and take you down.

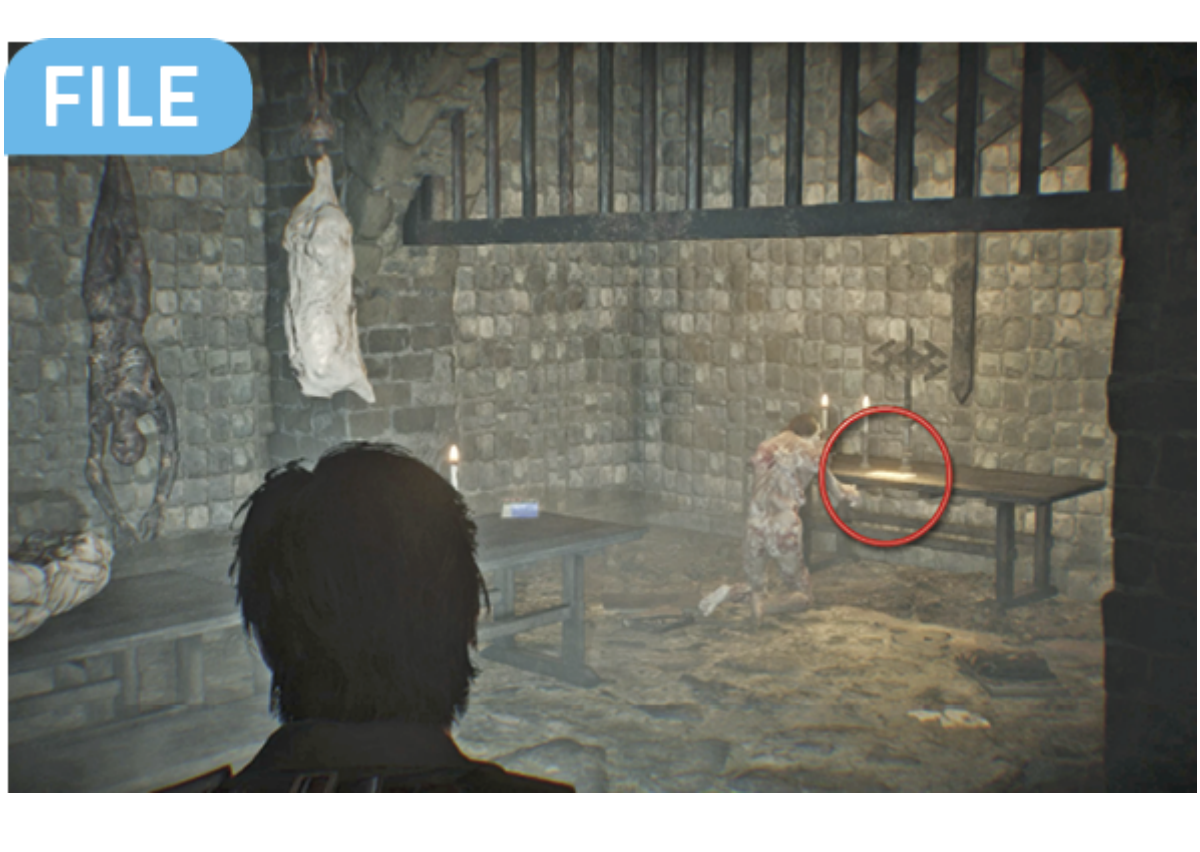
Locker Key Statue



Check out the middle cell of the three-cell row on the south side of the Catacombs cellblock to find this Locker Key statue. Smash the statue and nab the key that drops out.

Finally, check out the room off the central chamber with a number of coffins and crypts to find pickup items and a Lost prisoner worshipping fervently at an altar ⑬. Creep up behind for a Sneak Kill then grab the burnt page of a book sitting on the altar.

"Burnt Page from 'Submit to Freedom' 1"

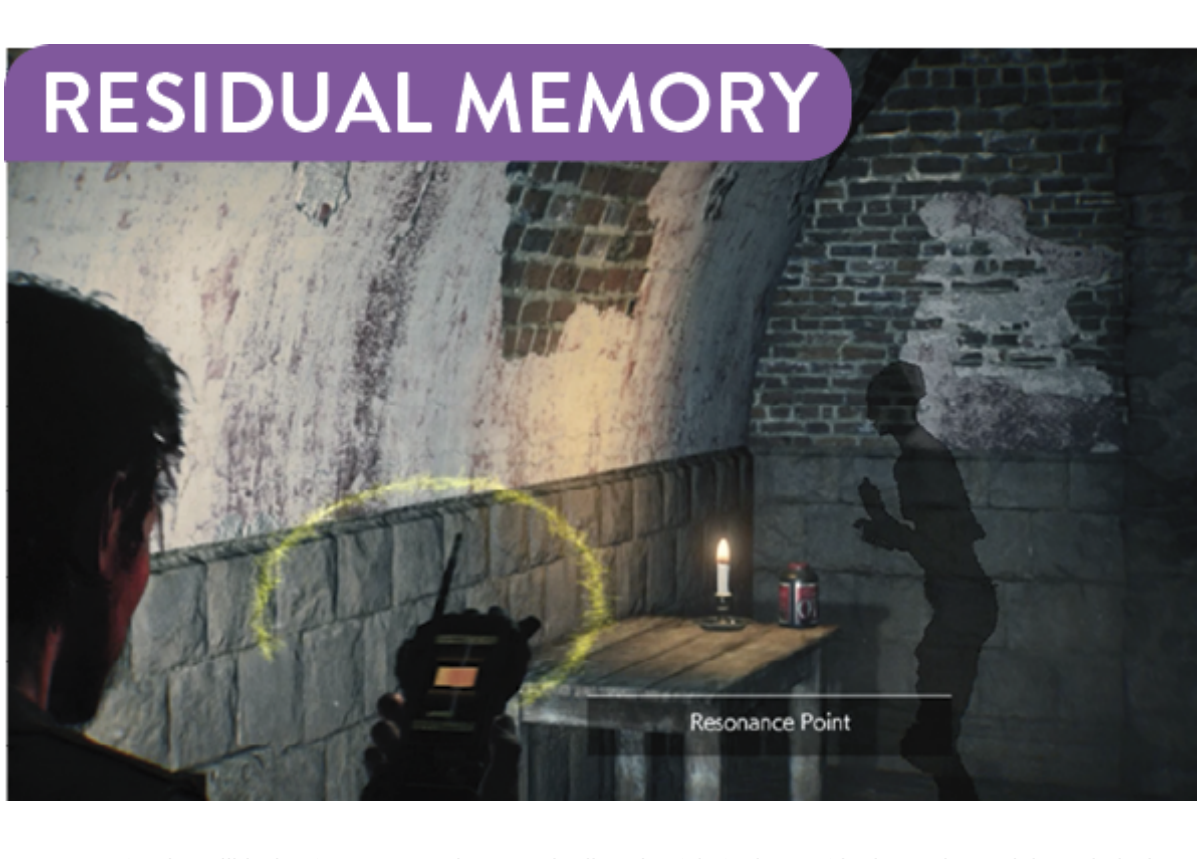


This book page sits on an altar in a corner alcove of the cellblock in Theodore's Domain.

Now head over to investigate the crank mechanism ⑭ at the exit gate; Sebastian installs the crank handle. Now operate the crank by tapping the button indicated onscreen to turn the handle and raise the gate.

Head through the gate and explore the six cells, three on each side of the corridor ⑮, to find more pickup items and a few sleeping monsters. Enter the second cell on the left and smash the pile of crates to reveal a secret tunnel to the next cell. Enter the second cell on the right to find a tunnel to its next cell ⑯ too. Equip your Communicator and tune in the Residual Memory here.

"The Tortured"

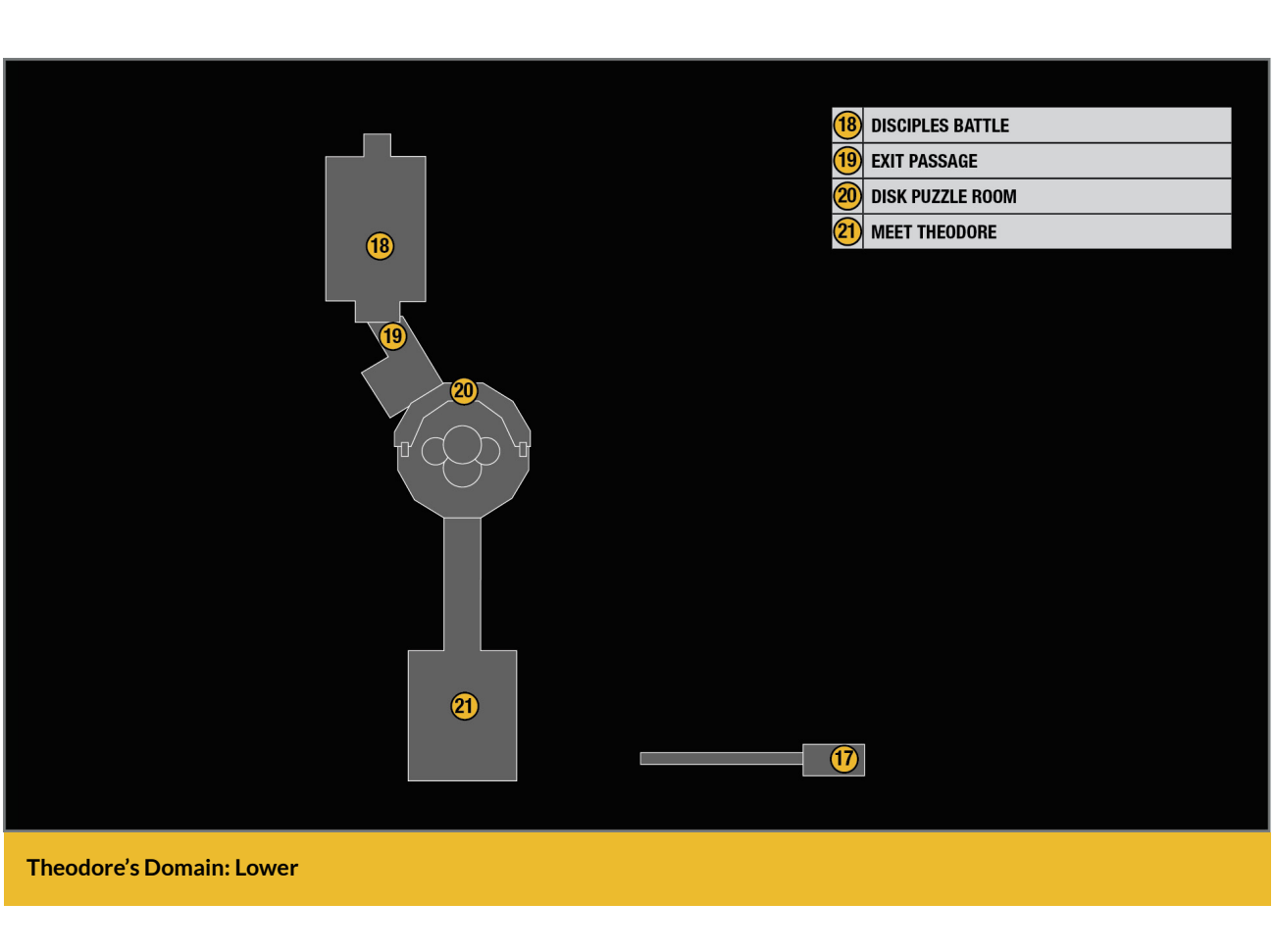


After you raise the cellblock exit gate, enter the second cell on the right in the corridor beyond. Crawl through the low tunnel into the next cell to tune into the memory.

Exit back through the tunnel and out into the corridor. Go through the next door to find a ladder ⑰. Start climbing down; as you descend, the ladder breaks and Sebastian takes a nasty fall. At the bottom, open the door and enter a long, candlelit corridor. Walk toward the dark figure in the distance—soon Sebastian takes another fall, ending up in a room inscribed with his failures.

When the wall crumbles, walk through into the void toward the Castellanos house in the distance. This triggers a vision. When it ends, Sebastian faces three powerful Disciples in a chapel-like arena ⑱.

OVERVIEW



Theodore's Domain: Lower

Defeat The Disciples

Disciples use only melee attacks, so keep your distance and try to keep cover between you and them. (See our Disciple Notes on this page for more combat tips.) Look for ammo and health pickups around the room if you need them. When all three Disciples are dispatched, a passage ⑲ opens up behind the altar. Go on through!

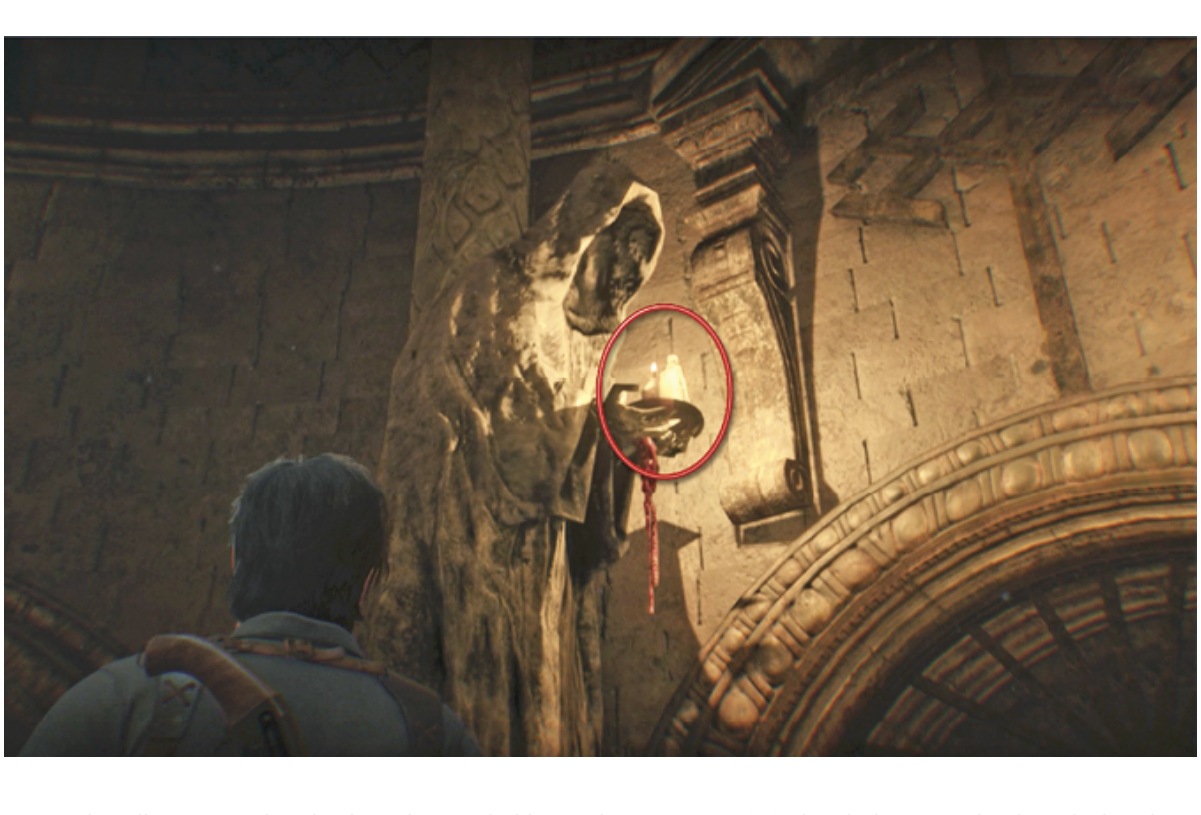
DISCIPLE NOTES

The Disciple is a close-range melee monster that occasionally ignites and cannot be attacked via Sneak Kill when aflame. Its two attacks are a lunging punch and a dashing tackle move that forces you to break free. If you connect with a headshot, the Disciple covers its head with protective arms for a few seconds, making follow-up headshots ineffective. The Disciple has lava running in its veins—if you shoot off an arm, the beast sprays burning lava from the stump!

Solve The Floor Disk Puzzle

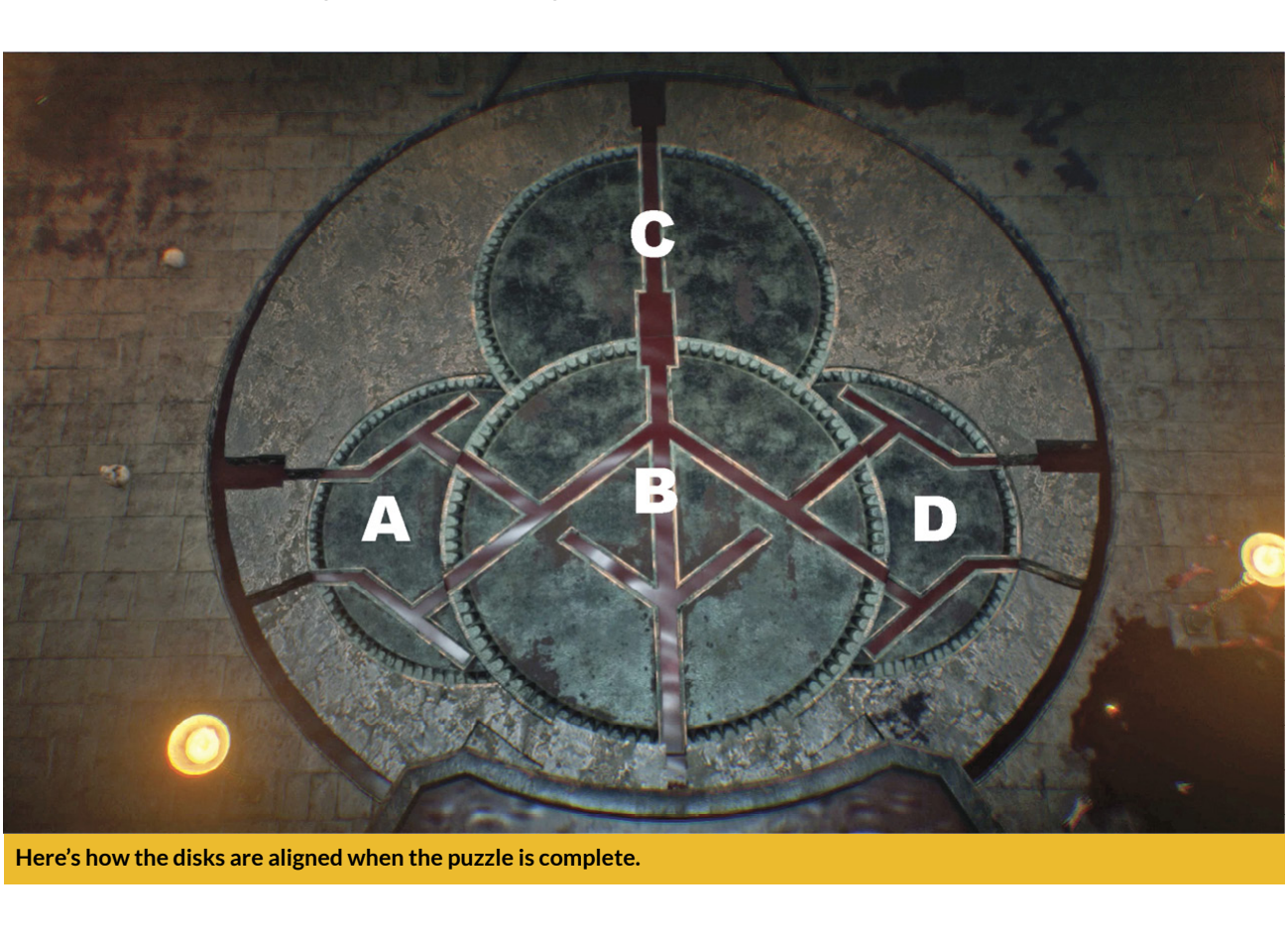
Proceed into a room with overlapping circular disks on the floor. You must align these correctly to open the big exit door. Climb one of the ladders to the balcony ⑳ overlooking the puzzle, where you find four control wheels. This puzzle is easier to solve than it may seem at first glance.

Locker Key Statue



One of the tall statues in the wheel puzzle room holds a Locker Key statue in its hand. Shoot it and pick up the key that drops to the floor.

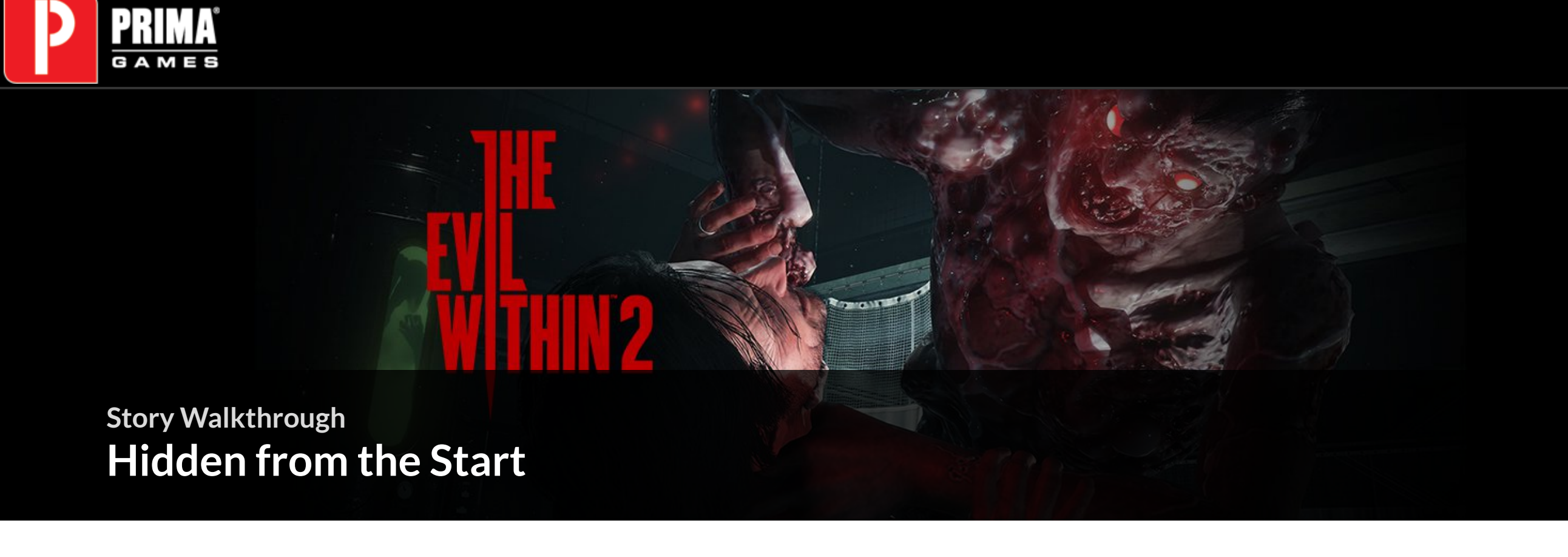
Let's number the control wheels 1 to 4, from left to right as you face them. Refer to our labeled screenshot of the finished puzzle to see how each disk must be aligned. Take the following steps:



Here's how the disks are aligned when the puzzle is complete.

- Step 1: Use control wheel 2 to get disk A aligned. (This wheel moves disk C at the same time as A, but don't worry about that. Just get A aligned right.)
- Step 2: Use control wheel 3 to get disk B aligned. (This wheel moves disk D at the same time as B, but don't worry about that. Just get B aligned right.)
- Step 3: Use control wheel 1 to get disk C aligned.
- Step 4: Use control wheel 4 to get disk D aligned.

Go through the newly opened gate and follow the passage all the way to the big open chamber ㉑. Hop down to the chamber floor to trigger a long cutscene: Sebastian meets Father Theodore. When the scene ends, Sebastian wakes up in an entirely different location and the next chapter begins.

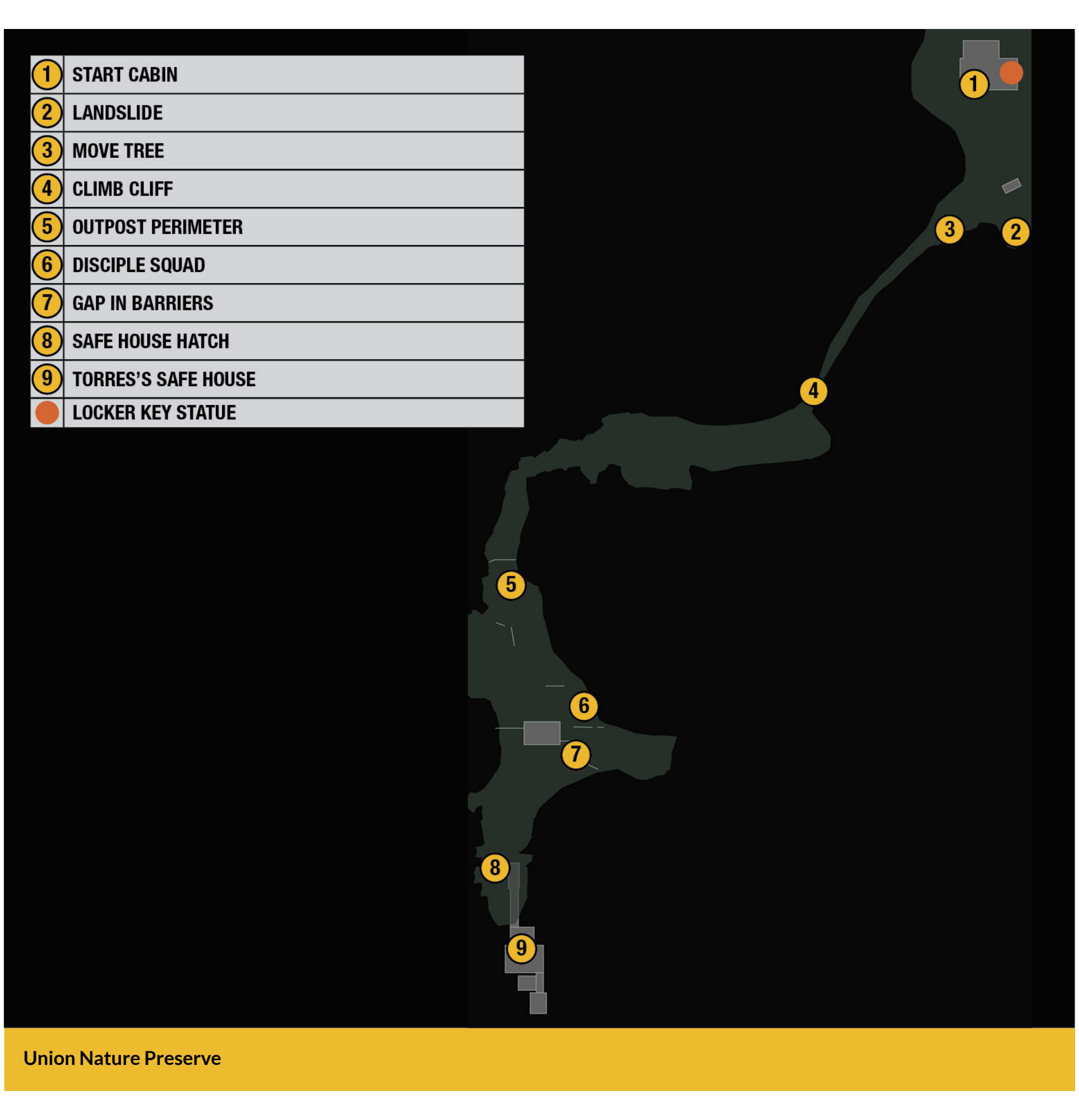


Story Walkthrough

Hidden from the Start

This chapter starts off fast and furious. Somehow, Sebastian has arrived in a forest cabin under assault by swarms of Lost. Fortunately, he has a comrade who wields a mean assault rifle. Start shooting!

OVERVIEW



Union Nature Preserve

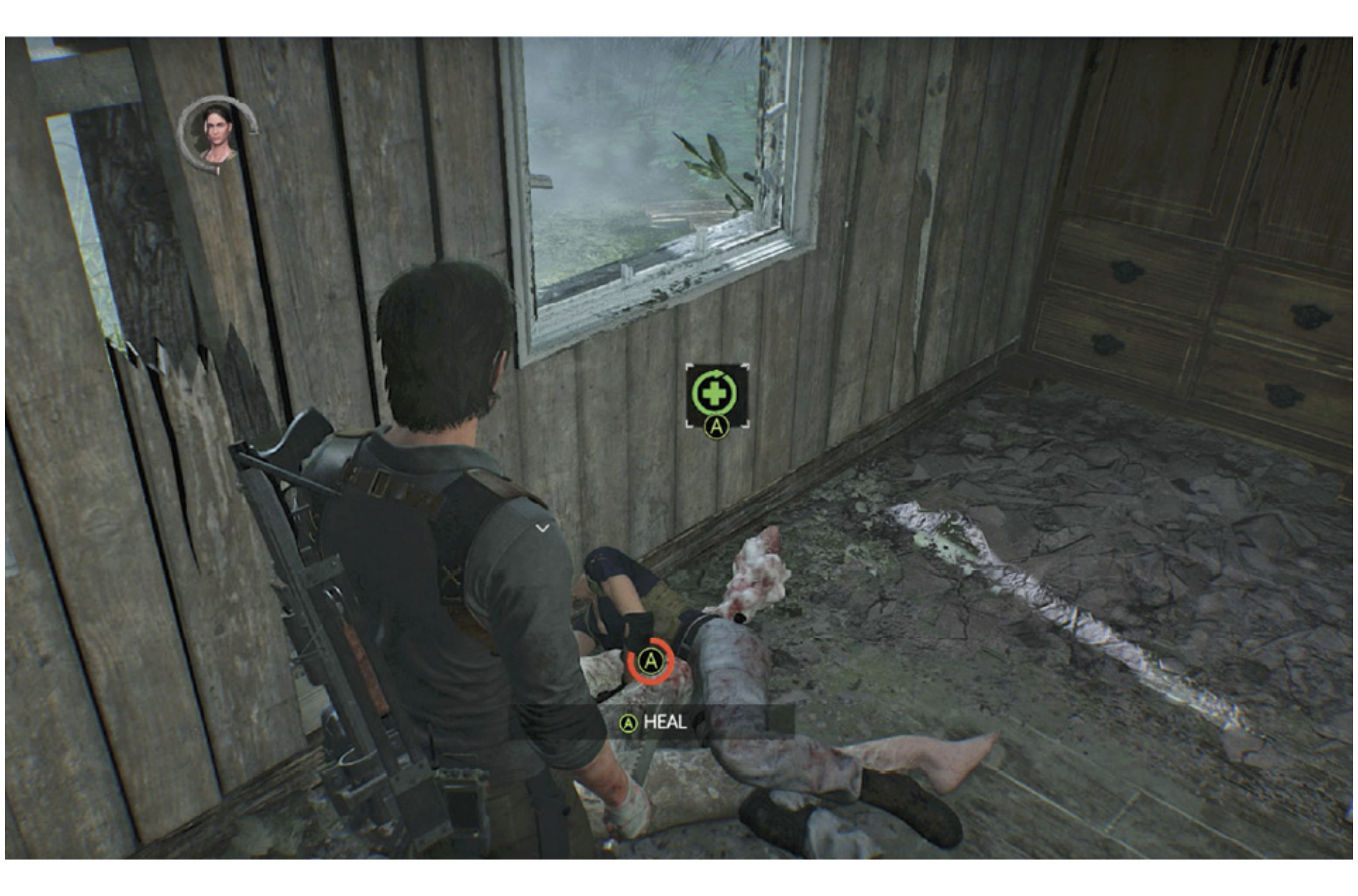
OBJECTIVES

- Fight off the enemies surrounding the building
- Follow Torres to her Safe House
- Reach the entrance to Torres's Safe House Collectibles
- None

FIGHT OFF THE ENEMIES SURROUNDING THE BUILDING

This is a nature preserve, but it's clearly preserving the wrong kind of nature. Open fire on the attacking Lost. Try to keep them from hopping through windows into the cabin, where they can attack both Sebastian and his Mobius partner. Torres has a health bar, so keep an eye on it. If her health drops to zero, she falls; you must heal her if you want her assistance in the fight. To heal, just stand next to her and hold down the Heal button shown onscreen until the meter fills up.

Look for ammo/health pickups around the rooms too. These pickups appear regularly, so grab them right away if you can.



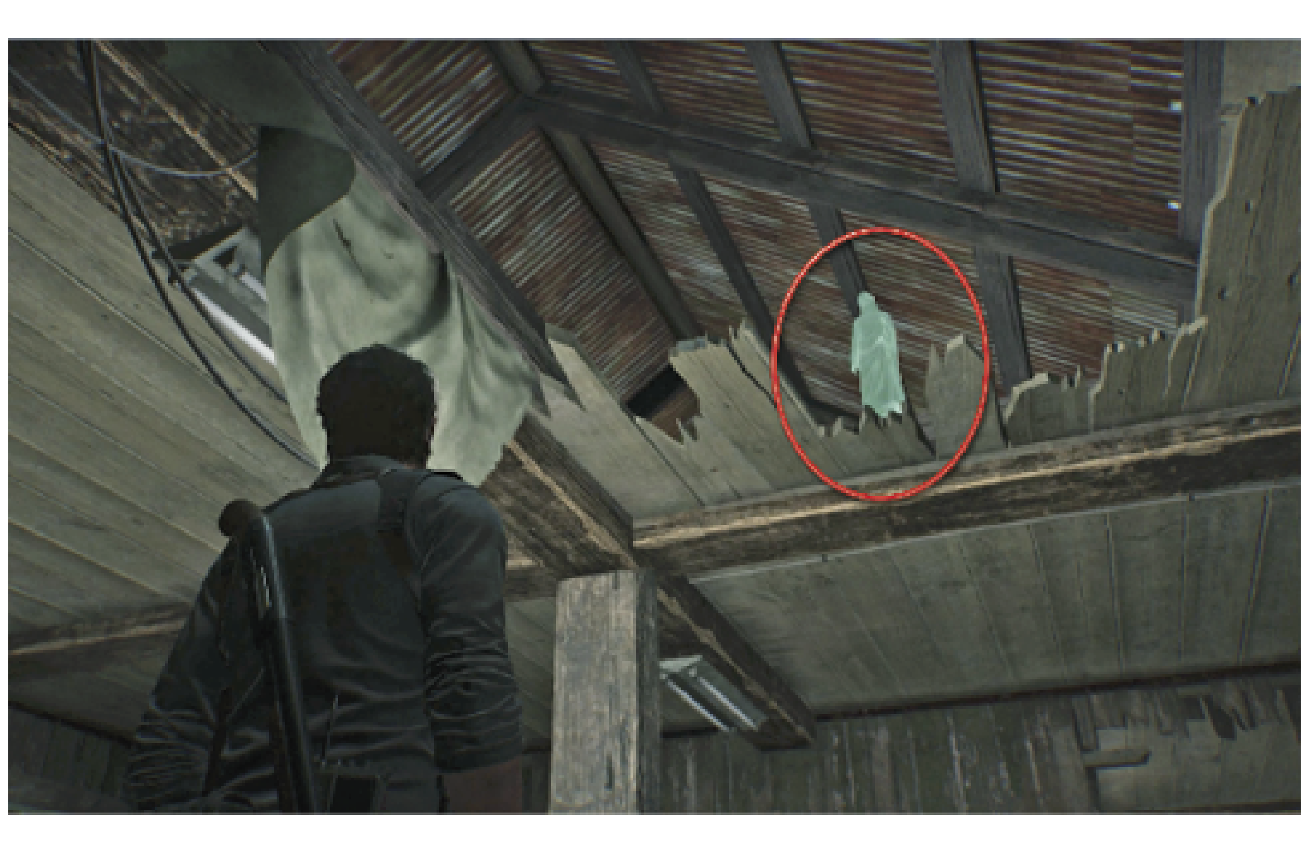
Indoor Barbecue

If you get overwhelmed inside the cabin, kick over the oil drum in the main room and lure attackers into the spill. Then shoot it to eliminate multiple attackers with a toasty Lost bonfire.

The attackers come in five waves. The first wave is already hitting the front windows where you start ① ; after you clear it, a second wave hits the same place. The third wave bursts through the boarded-up windows in the back of the cabin. The fourth wave comes from both front and back. And the final wave is a pair of Spawn; one bursts right through the wall of the front room, and the other crashes in via a side window.

When the final wave is put down, your partner says "I think that's the last of them" and leads you through the hole in the wall made by the Spawn. In the next room, she introduces herself as Esmeralda Torres then pushes aside the tool chest blocking the front door. Before you follow Torres to her Safe House, scour the cabin for any pickups you missed. Look for a Locker Key statue up in the rafters, too.

Locker Key Statue

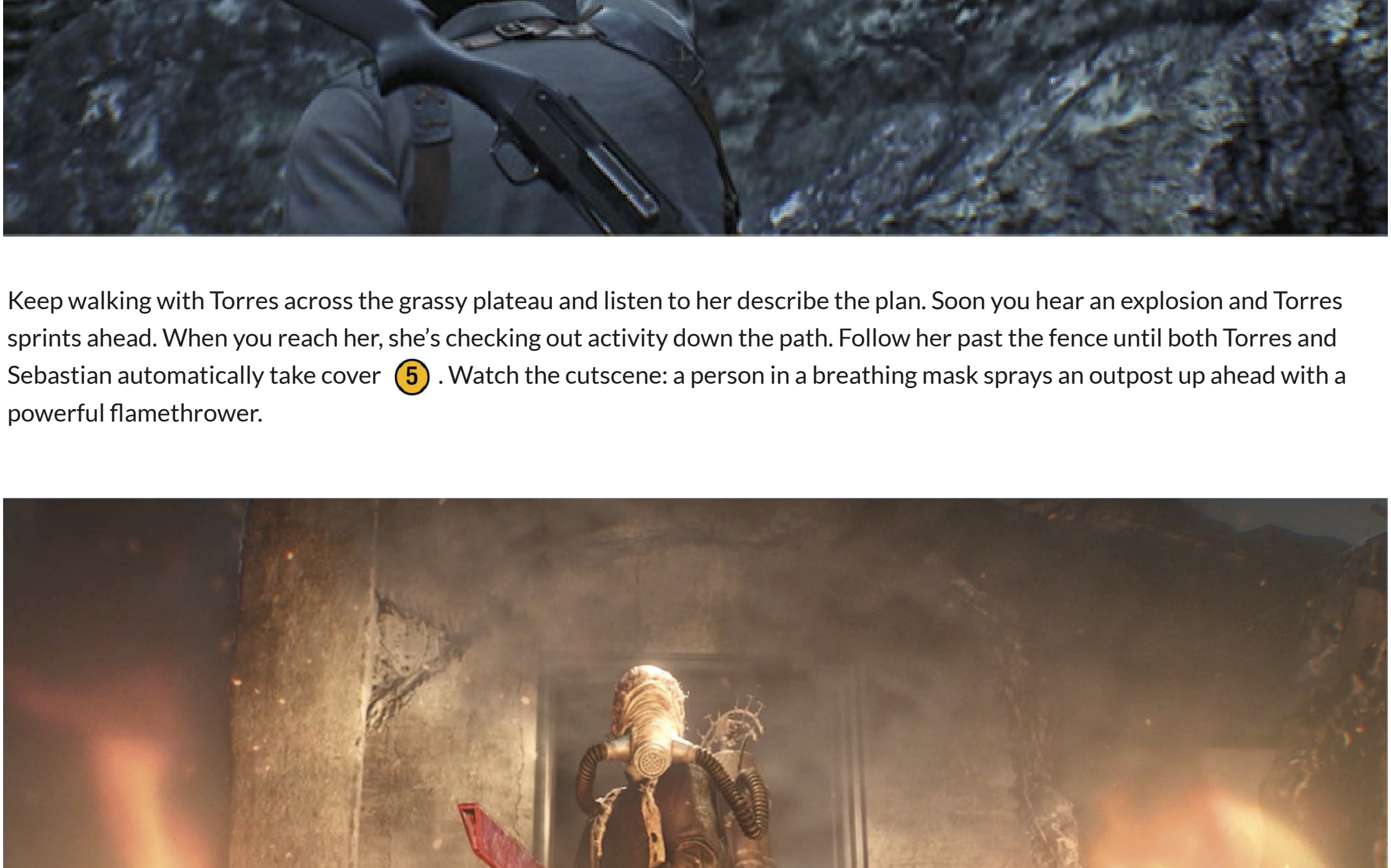


Look up through the ceiling hole in the second room of the forest cabin. The statue sits in the attic on the edge of the hole. When you shoot it, the key drops to the floor.

FOLLOW TORRES TO HER SAFE HOUSE

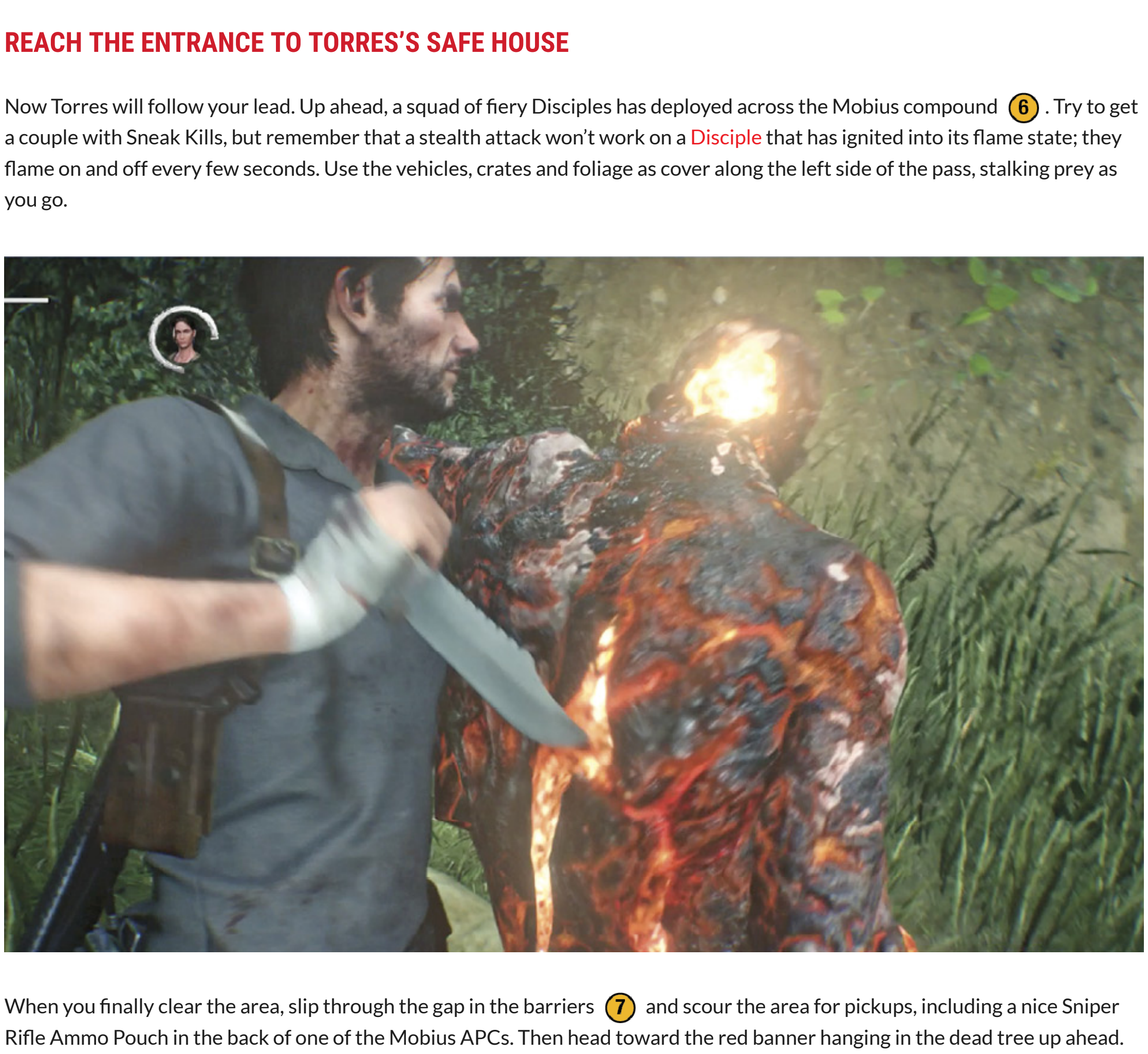
Now just walk along with Torres and listen to the dialogue to pick up important story elements. When Torres finds the usual route blocked ② , follow her to some fallen trees ③ and talk to her. This triggers a quick scene: Torres clears a new path. Afterwards, walk with Torres down a long tunnel for some more enlightening conversation. Crouch when the passage gets low and then talk to Torres when you reach a cliff ④ to figure out a way up.

Keep walking with Torres across the grassy plateau and listen to her describe the plan. Soon you hear an explosion and Torres sprints ahead. When you reach her, she's checking out activity down the path. Follow her past the fence until both Torres and Sebastian automatically take cover ⑤ . Watch the cutscene: a person in a breathing mask sprays an outpost up ahead with a powerful flamethrower.

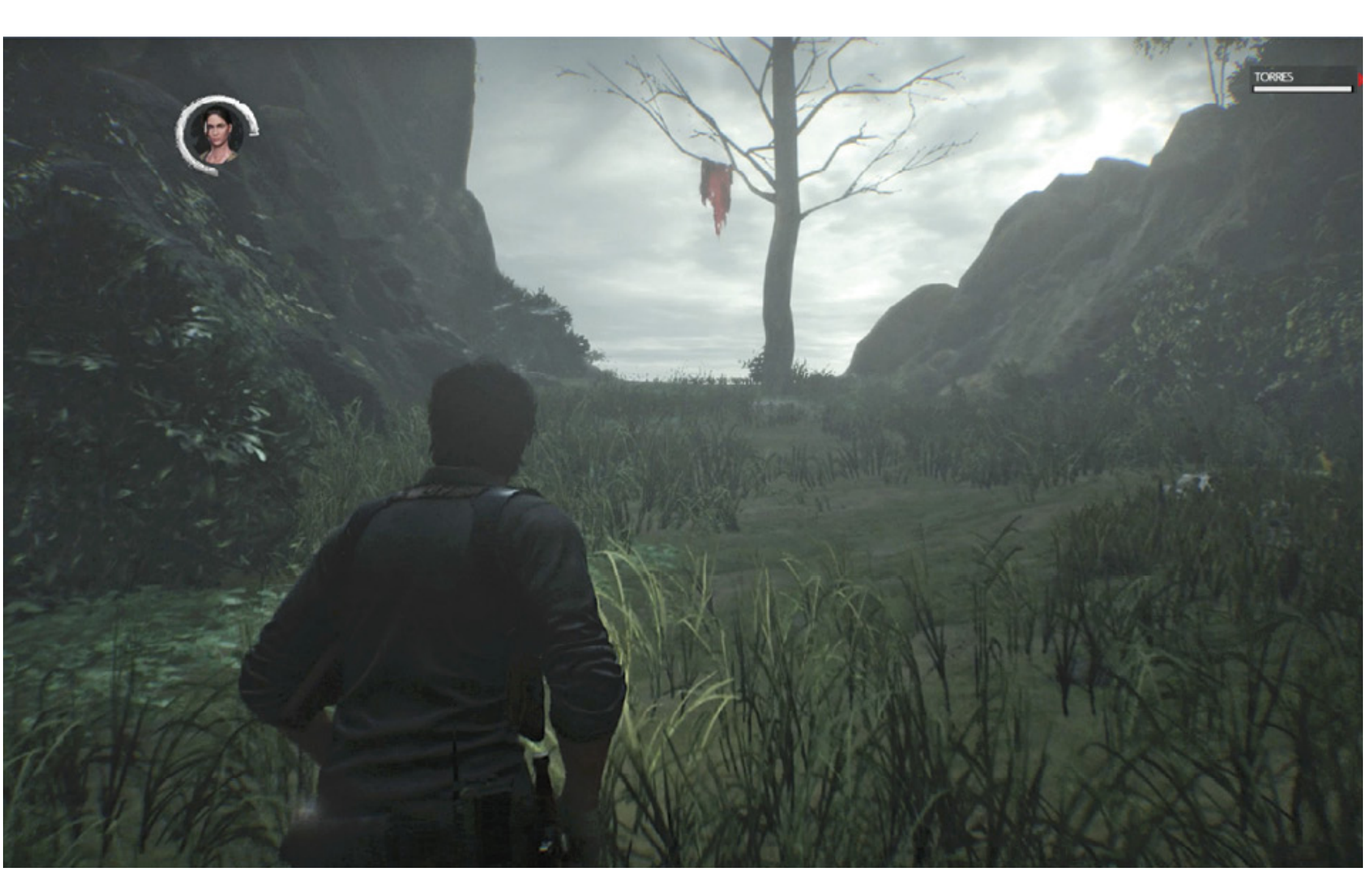


REACH THE ENTRANCE TO TORRES'S SAFE HOUSE

Now Torres will follow your lead. Up ahead, a squad of fiery Disciples has deployed across the Mobius compound ⑥ . Try to get a couple with Sneak Kills, but remember that a stealth attack won't work on a Disciple that has ignited into its flame state; they flame on and off every few seconds. Use the vehicles, crates and foliage as cover along the left side of the pass, stalking prey as you go.



When you finally clear the area, slip through the gap in the barriers ⑦ and scour the area for pickups, including a nice Sniper Rifle Ammo Pouch in the back of one of the Mobius APCs. Then head toward the red banner hanging in the dead tree up ahead. This marks the location of the hatch into Torres's Safe House ⑧ . When you reach the hatch, talk to Torres to open it and drop inside.



Follow Torres down the passage and through the doorway ⑨ into the Safe House to trigger a cutscene: Sebastian discusses the situation with Torres and reports to Kidman, who offers to send info on Theodore to Sebastian's Room. Then Sebastian tries to contact O'Neal, but the Mobius tech doesn't answer. Sebastian is concerned and wants to check on him, so Torres points out the port computer down the hall, which connects to Exit 72 in The Marrow. This ends the chapter.

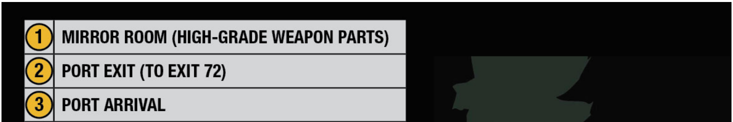
THE EVIL WITHIN 2

Story Walkthrough

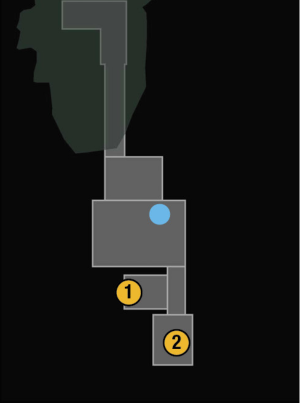
Reconnecting

The plot points are coming fast, and they have Sebastian's head spinning. The revelation that people he trusts and even loves are Mobius operatives, working on clandestine operations, casts new shadows on the situation. But one thing remains clear: his burning desire to save Lily. The next step in that process is reconnecting with Liam O'Neal.

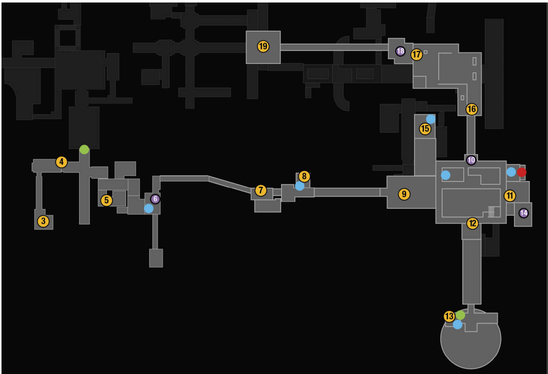
OVERVIEW



4	SECURITY DOOR (FUSE BOX SWITCH PUZZLE)
5	SYRINGE & SUPPLY CRATE
6	RESIDUAL MEMORY
7	SHOTGUN AMMO POUCH
8	MIRROR
9	SPECIMEN LAB
10	SECURITY GATE (REQUIRES CEREBRAL CHIP)
11	LAB 1 ENTRANCE
12	METAL DOOR (BROKEN FUSE BOX)
13	PIT OBSERVATORY
14	LAB 2 (MEDICAL POUCH)
15	EXTRACTION DEVICE (CHIP)
16	HIGH-SECURITY AREA
17	LAB 4 DOOR
18	LAB 4 (RESIDUAL MEMORY)
19	O'NEAL'S MACHINE
🟣	RESIDUAL MEMORY
🟢	SLIDE
🔵	FILE
🟠	LOCKER KEY STATUE
🔴	RED GEL



Torres's Safe House



1	MIRROR ROOM (HIGH-GRADE WEAPON PARTS)
2	PORT EXIT (TO EXIT 72)
3	PORT ARRIVAL
4	SECURITY DOOR (FUSE BOX SWITCH PUZZLE)
5	SYRINGE & SUPPLY CRATE
6	RESIDUAL MEMORY
7	SHOTGUN AMMO POUCH
8	MIRROR
9	SPECIMEN LAB
10	SECURITY GATE (REQUIRES CEREBRAL CHIP)
11	LAB 1 ENTRANCE
12	METAL DOOR (BROKEN FUSE BOX)
13	PIT OBSERVATORY
14	LAB 2 (MEDICAL POUCH)
15	EXTRACTION DEVICE (CHIP)
16	HIGH-SECURITY AREA
17	LAB 4 DOOR
18	LAB 4 (RESIDUAL MEMORY)
19	O'NEAL'S MACHINE
🟣	RESIDUAL MEMORY
🟢	SLIDE
🔵	FILE
🟠	LOCKER KEY STATUE
🔴	RED GEL

The Marrow: Restricted Labs

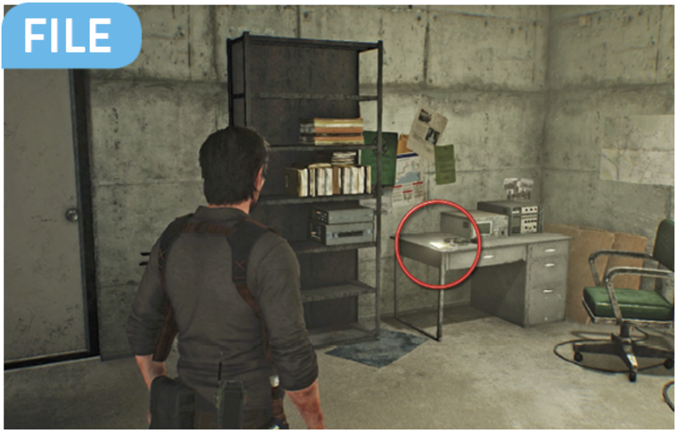
OBJECTIVES

- Pass through The Marrow to find a way back to O’Neal
- Follow Hoffman to find O’Neal’s whereabouts
- Search the Laboratory for a Unity Cerebral Chip
- Pass through the security gate and search for Hoffman and O’Neal
- Search the back room and find the machine that O’Neal mentioned
- Talk to Esmeralda when ready to arm the explosives Collectibles
- 9 Files
- 3 Slides
- 4 Residual Memories

OPTIONAL: CHECK IN AT SEBASTIAN’S ROOM

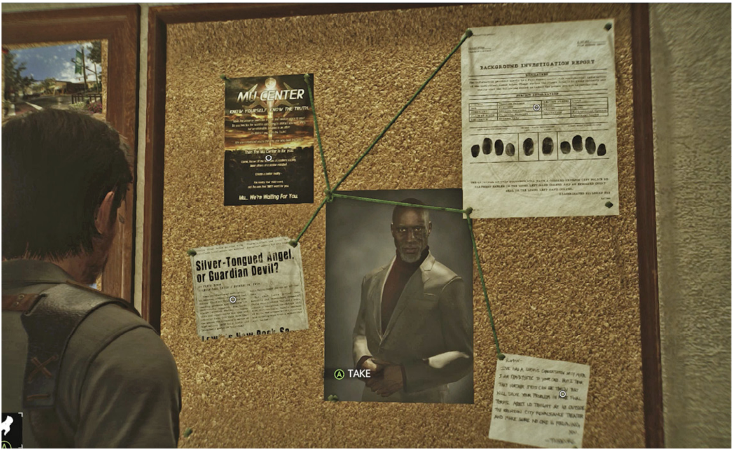
Before you use the computer, talk to Torres and select all of the dialogue choices to learn more about “the Plan” and the actors involved. Next, explore the Safe House for some nice pickups, including a new type of crossbow ammo, the Freeze Bolt, and a valuable box of High-Grade Weapon Parts (in the Mirror room). You also find a journal on a desk in the main room.

“Torres’s Journal”



Find Esmeralda’s journal on the desk in her Safe House.

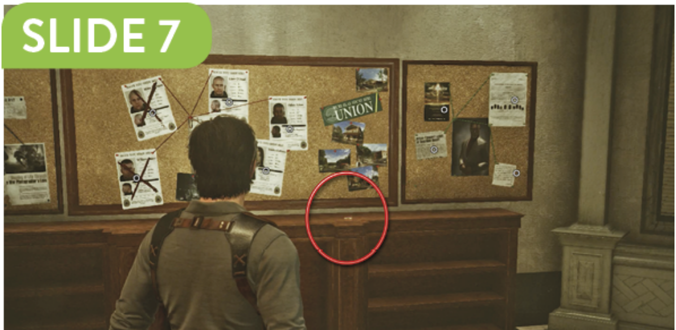
Then use the Mirror ① to head back to Sebastian's Room. As usual, use the visit for crafting and upgrades; viewing any new slides (and talking to Kidman about them); and checking out the bulletin board material that Kidman posted on Theodore Wallace. Looks like she left a slide for Sebastian too. When you're done, use the Mirror to return to Torres's Safe House.


MU CENTER
KNOW YOURSELF. KNOW THE TRUTH.
Mu. We're Waiting For You.
Silver-Tongued Angel, or Guardian Devil?
BACKGROUND INVESTIGATION REPORT
Ⓐ TAKE

Craft a Shock Bolt

If you don't have any Shock Bolts in your arsenal, be sure to craft one at the Workbench before you leave Sebastian's Room. You'll need at least one Shock Bolt shortly for use on a broken fuse box in The Marrow.

"Sebastian and Kidman"



After you meet Esmeralda Torres and visit her Safe House, travel back to Sebastian's Room and go into his office. This slide is now sitting on the shelf under the bulletin boards.

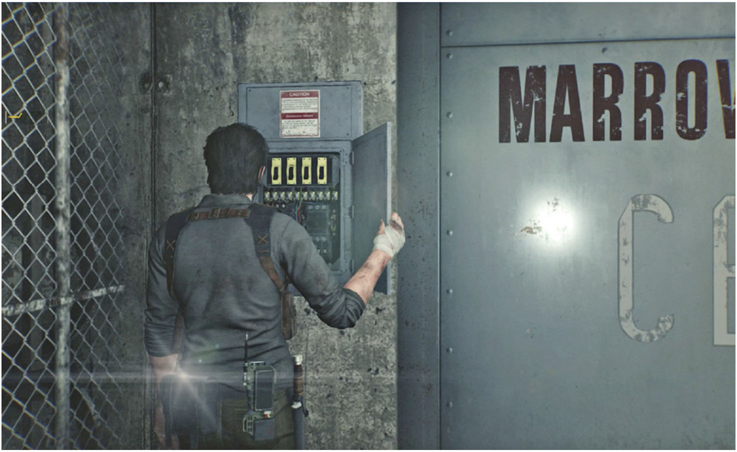
Alternate Conversation

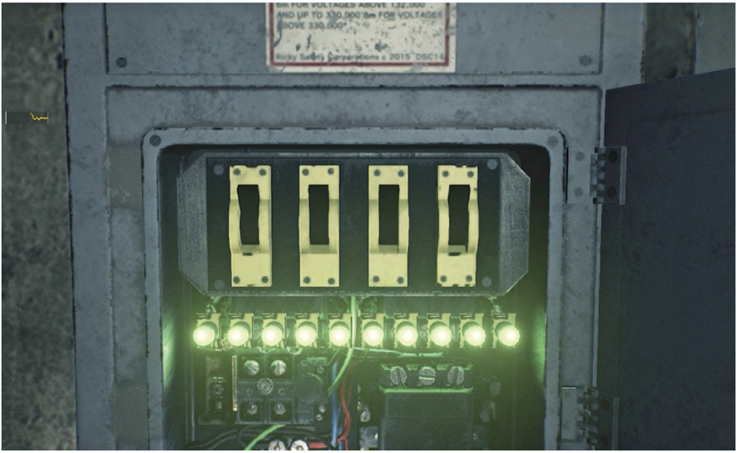
From this point on in the game, if you talk to Kidman about any of the first 5 slides, the conversation is completely different than if you talked to her about them prior to now. The conversation is friendlier due to the fact that Sebastian knows she is an ally now. Note that you can only talk to her about each slide once, so you are unable to hear both versions in a single playthrough.

PASS THROUGH THE MARROW TO FIND A WAY BACK TO O'NEAL

Now use the Mobius Computer ② to travel to The Marrow: Facilities. In the arrival port ③ , be sure to grab the Condenser on the shelf; it's a prime Component for making handy Freeze Bolts.

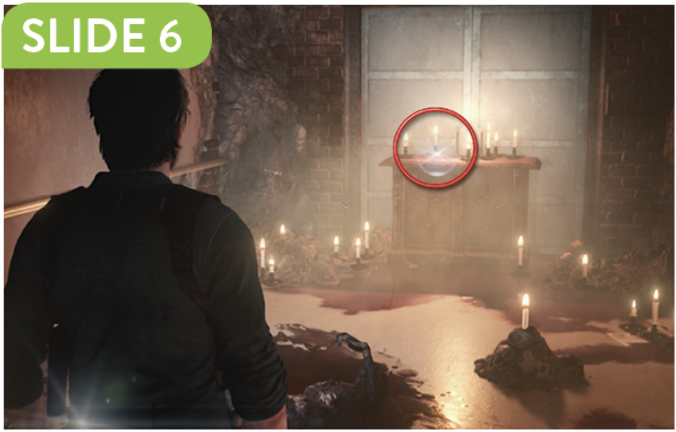
Follow the passage up to the big security door marked CE-C03 ④ . Open the fuse box next to it. Remember, fuse box puzzles call for you to flip switches that light up an exact total of ten bulbs in the panel.





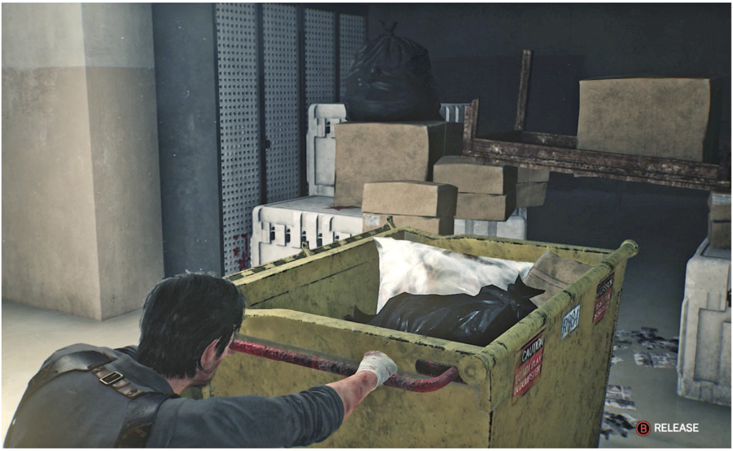
In this case, the switches in order from left to right turn on 2 bulbs, 6 bulbs, 1 bulb, and 1 bulb. This means you must flip all four switches to open the security door. When the security door opens, go through and turn left to see a candlelit altar. Grab the slide sitting on it. Note that Sykes' corpse is lying nearby if you saved him on the truck, but did not help him start up the server in the previous side mission.

"Mobius Tag"



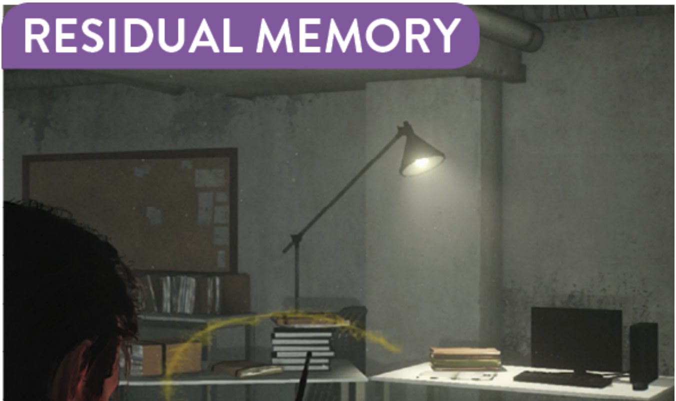
After you travel to The Marrow from Torres's Safe House computer, solve the fuse box puzzle to open security door CE-C03. Step through the doorway and turn left to find this slide sitting on a candlelit altar.

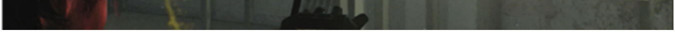
Continue around the corner of the passage and enter the room directly ahead ⑤, where you find a fallen Mobius operative with a Medical Syringe. Approach the nearby yellow dumpster and pull it back to create a low passage through the pile. Crouch through the passage and loot the Mobius supply crate in the back of the room.



Exit back into the corridor, turn right, and continue on into Hoffman's Safe House ⑥. Where did Hoffman go? Move through the room to see the shadowy image of a Resonance Point; Sebastian automatically walks right to it. Equip your Communicator and tune in the Residual Memory to learn that Hoffman got a call from Liam O'Neal requesting that they meet in a highly-restricted area. In the memory, Hoffman finds this odd, but she goes anyway. Sebastian finds it odd, too. Better track it down. Before you go, however, check out the file open on Hoffman's computer.

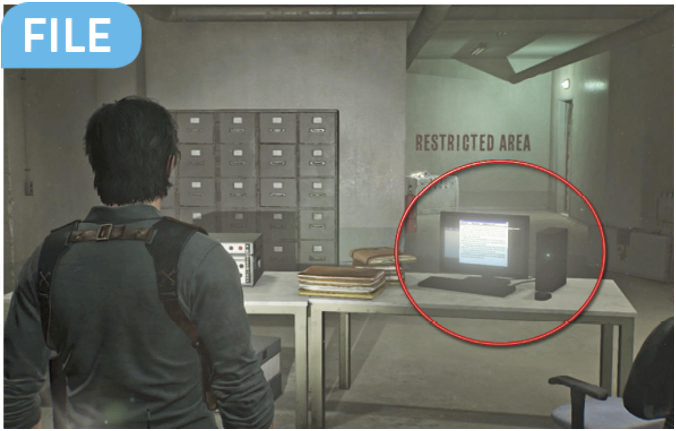
"Hoffman Gets a Strange Call"





When you enter Hoffman's Safe House in The Marrow after traveling from Torres's Safe House in the Nature Preserve, you see a Resonance Point image in the room. Tune in the memory after Sebastian approaches the shadowy figure.

"Computer File: Hoffman's Notes"



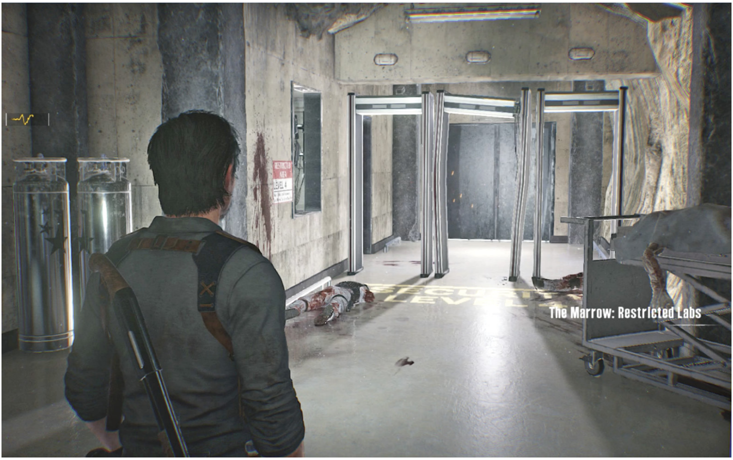
These notes are on Hoffman's computer in her Safe House in the Facilities sector of The Marrow. You can investigate them only after Hoffman has left, when Sebastian returns here from the Union Nature Preserve.

FOLLOW HOFFMAN TO FIND O'NEAL'S WHEREABOUTS

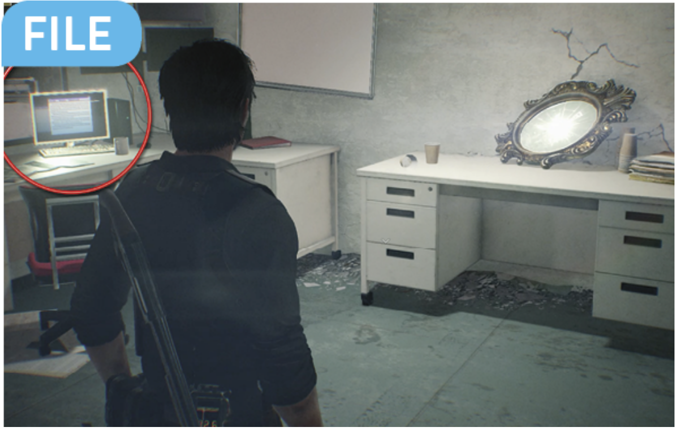
Get To The Restricted Labs

Exit via the doorway labeled Restricted Area and follow the long narrow passage to a fallen Mobius operative carrying a Shotgun Ammo Pouch ⑦ . Enter the room directly across the hall. A box of High-Grade Weapon Parts sits on a table, but a sneaky monster hides behind boxes underneath the table, waiting to scoot out and ambush anyone who tries to take his prize; another Lost fake-dozes against the wall to the left. Shoot the dozer in the head when you first enter, then step to the table and back up quickly to shoot the sneaky one when it scuttles out.

Exit the room, head right, and operate the call button for the elevator. When it arrives, step inside and use the floor selection panel to ride to The Marrow: Restricted Labs. When you arrive, step through the Security Level 4 checkpoint and explore the room to the left ⑧ to find a Mirror; a fallen Mobius operative carrying some Shotgun Shells; and a desk computer with another interesting file.

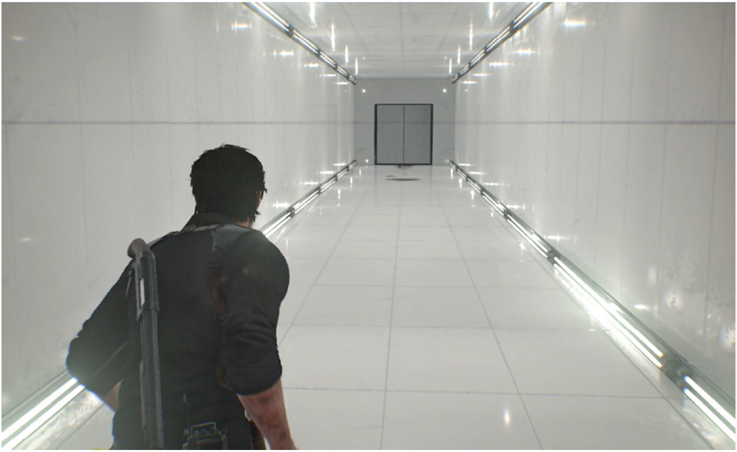


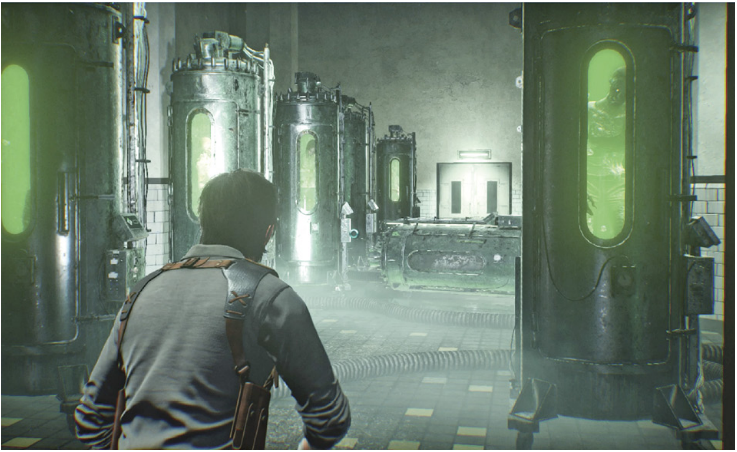
“Computer File: Security Protocols”



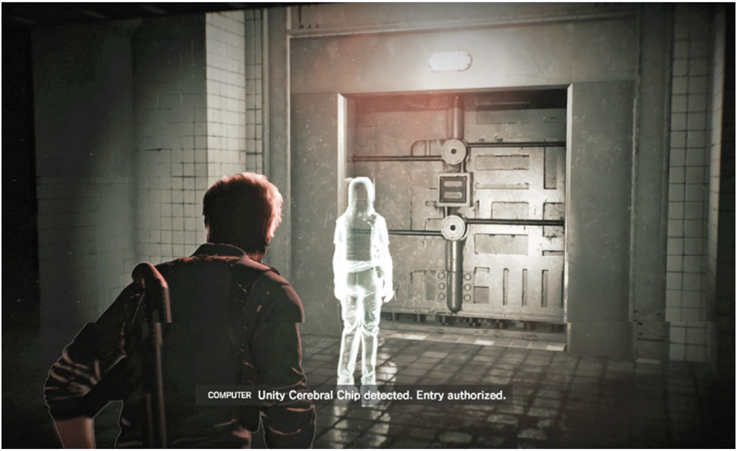
This computer file is in the room with the Mirror just past the Security Level 4 checkpoint in the Restricted Labs sector of The Marrows.

Exit the Mirror room, turn left, and walk through the automatic doors that slide open. Head down the long, white, antiseptic corridor and enter the first restricted lab ⑨ with liquid-filled storage tanks that house Lost specimens.

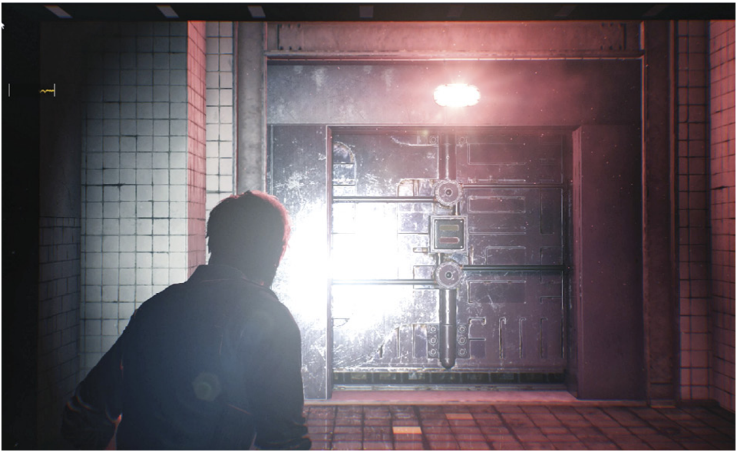




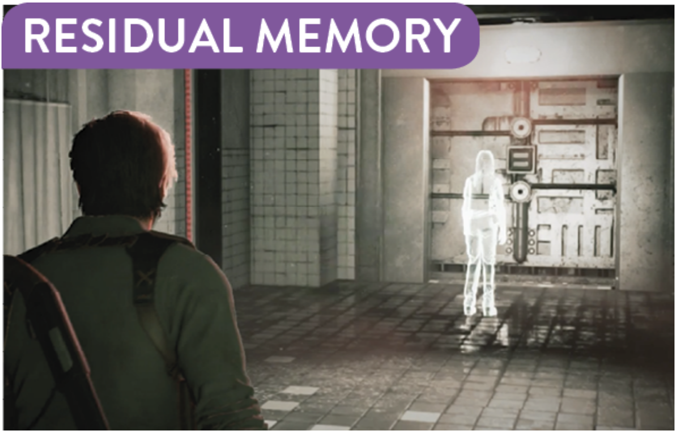
Continue into the second lab, an autopsy area sectioned into partitions by hanging room dividers. Move to the far end and turn left to approach the red-lit security gate. Sebastian automatically views another Residual Memory ⑩ of Hoffman: she gets clearance through the restricted gate because the security scan detects her Unity Cerebral Chip. To stay on her trail, Sebastian needs a chip too.



COMPUTER Unity Cerebral Chip detected. Entry authorized.



“Hoffman Has Clearance”

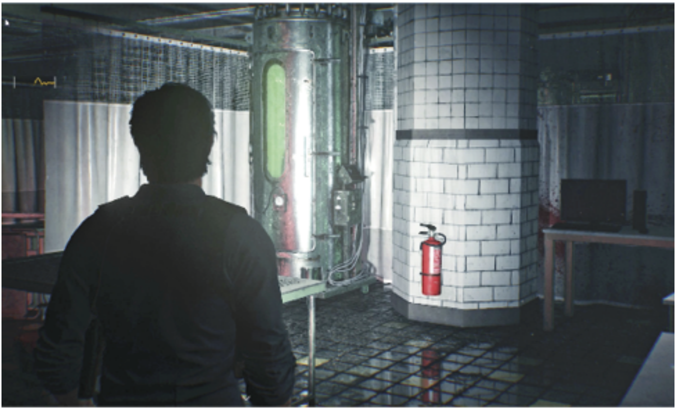


After you reach the Restricted Labs sector of The Marrow, walk through one lab filled with specimen tanks into a second lab. There, approach the red-lit security gate around the corner. Sebastian automatically sees the memory of Hoffman getting clearance to enter.

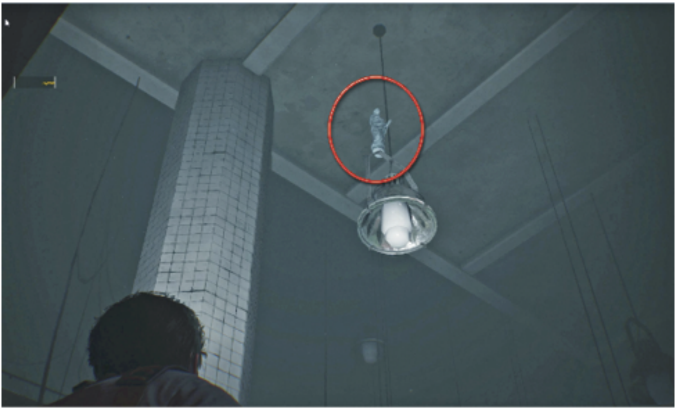
SEARCH THE LABORATORY FOR A UNITY CEREBRAL CHIP

Stay and explore this autopsy lab a bit—you can find a Locker Key statue up high. You also find a partition with an autopsy table and a slide show projected onto a whiteboard. Propped against the board is a very interesting report on STEM side effects. Also: When you enter this partition, you hear a bang on the other side of the lab, and hear growling. Sounds like some of the specimens are on the loose.

Locker Key Statue

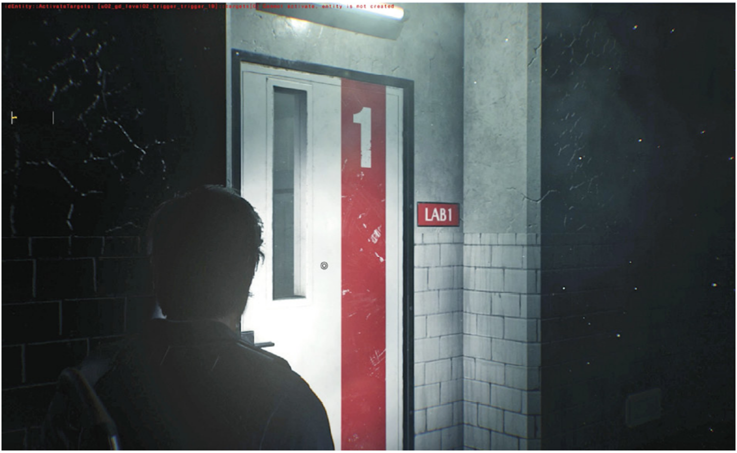


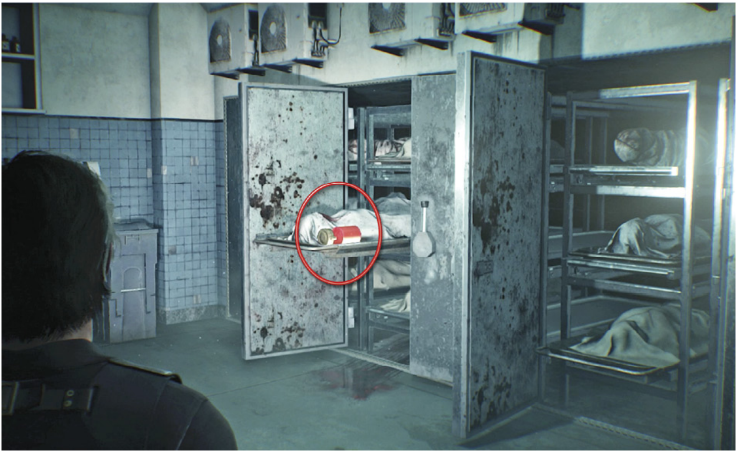
Facing the red-lit security gate, turn left and walk around the hanging room divider to see a tall octagonal support column with a red fire extinguisher on it. Look upward to see a statue sitting on a lamp hanging from the ceiling. Shoot it to get the key.



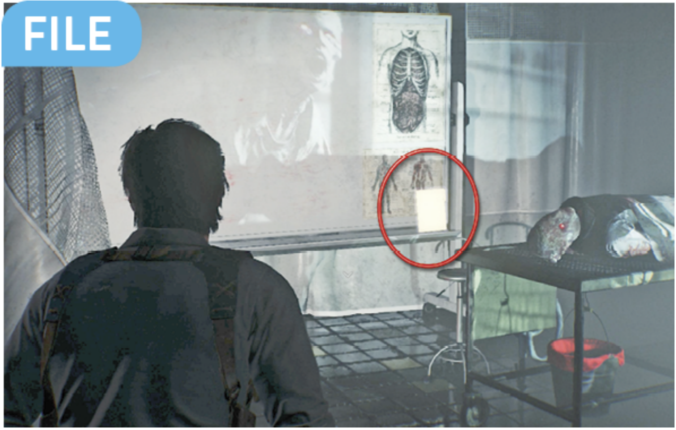
Explore Lab 1

Now work your way around the outside of the autopsy lab to the opposite side, where you see a morgue area through the windows. Watch out for a pair of Lost en route; one dives through a window as you approach the door labeled “Lab 1” ⑪ . Enter Lab 1 and search the first room for items, then go into the second room to find a lovely jar of Red Gel (circled in our shot) and another disturbing report on STEM irregularities.



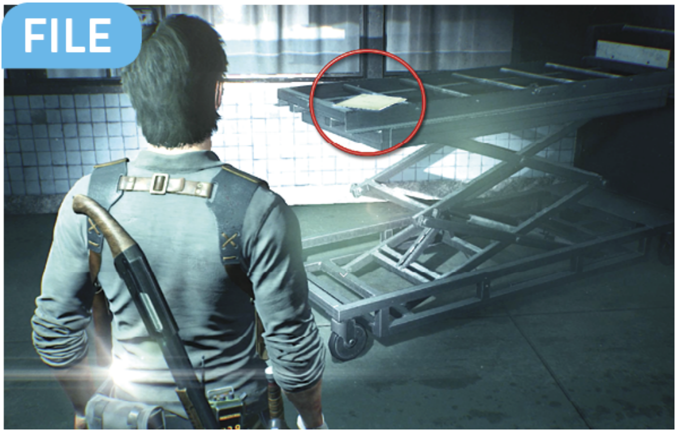


“Report: STEM Integration Irregularities”



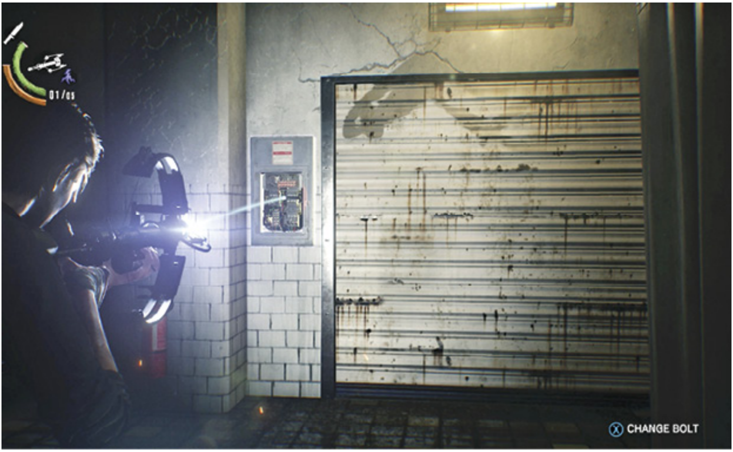
This report sits on a whiteboard on the first floor in the autopsy lab. Find the partition where a slide projector displays images on a whiteboard next to an autopsy table. The report sits on the board's ledge.

"Report: Irregularity Studies"



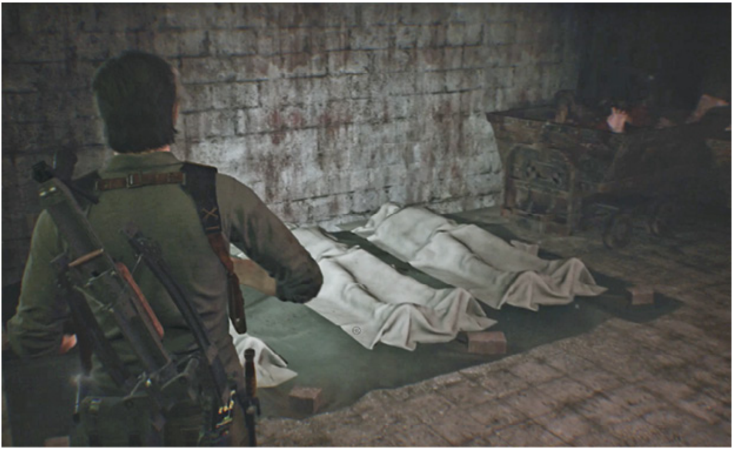
This report sits on a lift in the second room of Lab 1 on the first floor of the Restricted Labs sector of The Marrow. Don't miss the jar of Red Gel on the nearby table extending from the cold storage compartment.

Exit Lab 1 and turn left to find the staircase leading up to the second floor of the Restricted Labs sector. But before you go upstairs, head past the staircase to the metal door ⑫ and fire a Shock Bolt into the broken fuse box next to it. This shot powers up the door and opens it halfway. Crouch to move under the door.



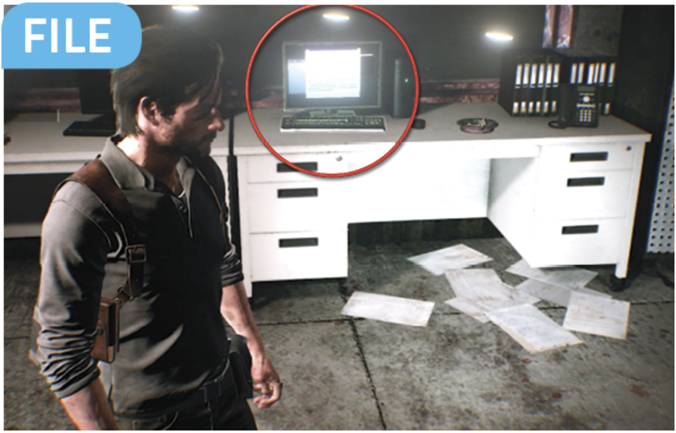
Explore The Pit Observatory

Investigate the corpses and carts loaded with body parts next to a rack of hazmat suits and a set of cart tracks. Grab pickup items then follow the tracks down the litter-strewn corridor to a platform where another loaded cart sits; you pick up the Resonance Point here. Walk past the cart to investigate the big disposal pit—as Sebastian says, “Looks like it goes down forever.”



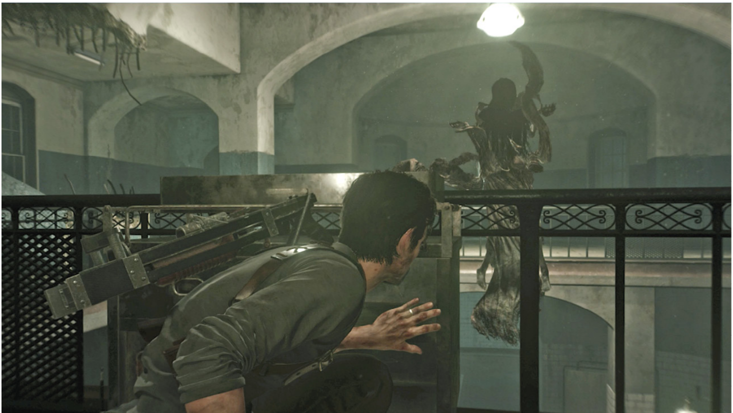
Enter the small office nearby ⑬ and investigate the desk computer to find yet another creepy report. Afterwards, the room suddenly grows ice-cold, and by now you know what that means.

"Computer File: Pit Observatory"



Find this file on the computer in the small office next to the large body disposal pit.

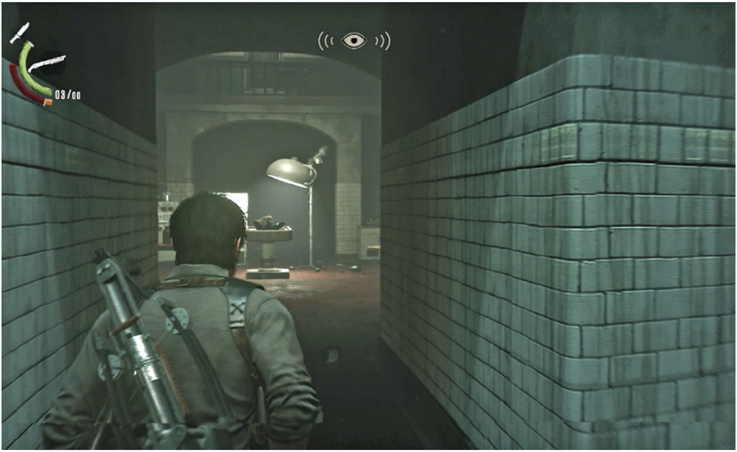
Exit the office and follow the track back to the half-open door. When you reach it, however, it slams shut and Sebastian sees the Anima crawling down the tunnel toward him! The scene ends with Sebastian hiding on a balcony around a room below as the Anima floats in the center.

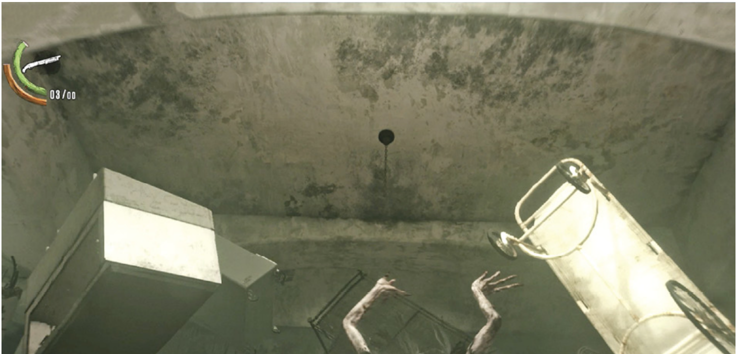


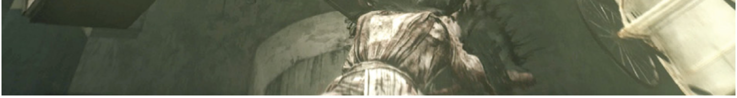
Escape The Anima!

You start crouched in cover behind a cart. Don’t let the Anima see you! If you do, she swoops right through cover to grab Sebastian in a death grip. Wait until she turns away from you before you make moves. The balcony is blocked to the left at first, so creep rightward to the corner column. The Anima slams down debris to block that side too. Creep back to the cart, then to the left corner. Move post to post (again, when she’s turned away) and head down the blue-lit staircase in the back corner.

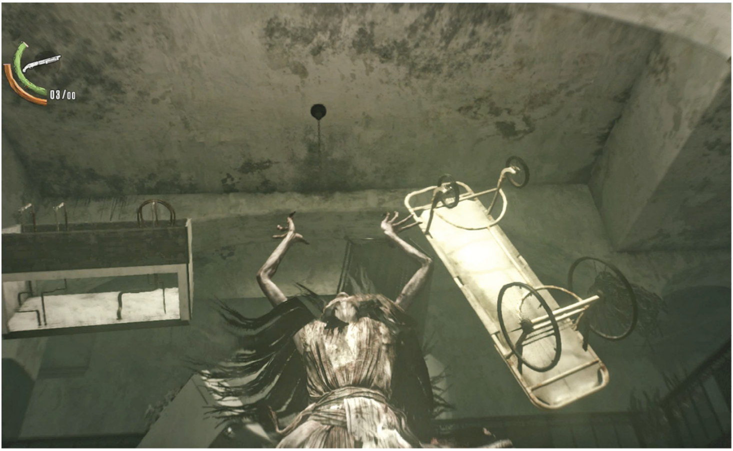
At the bottom landing, you find a passage that leads into some sort of examination room. When you move down this passage, the Anima suddenly drops down from above. Then she levitates the furniture and machinery in the room and slams them down to the floor. Take cover!





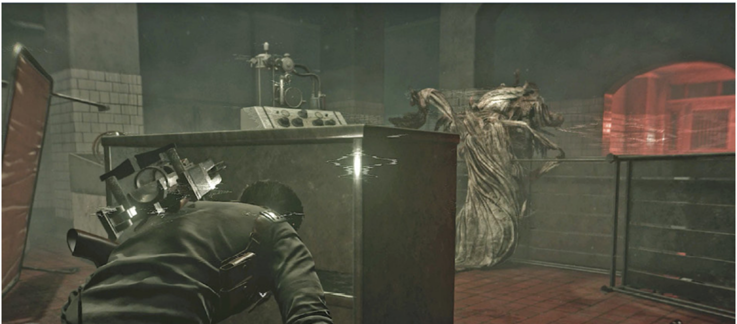


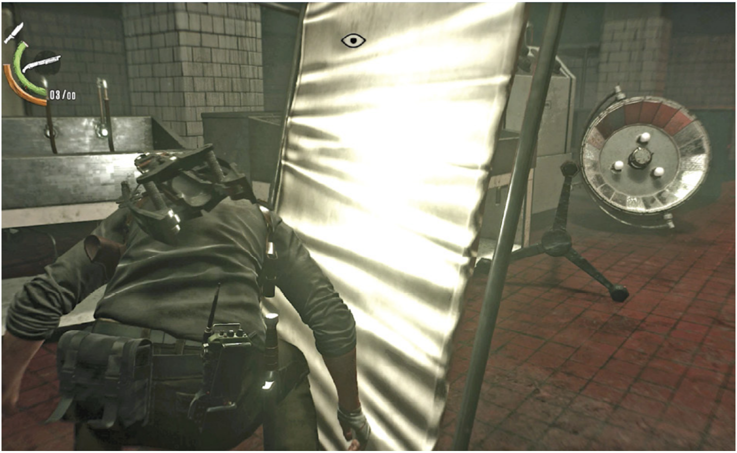
The rest of your escape is quite nerve-racking. Your ultimate goal is to reach the red-lit exit on the opposite side of the room. And the basic principle of escape is to creep patiently and unseen to whatever gap is currently open in the debris.



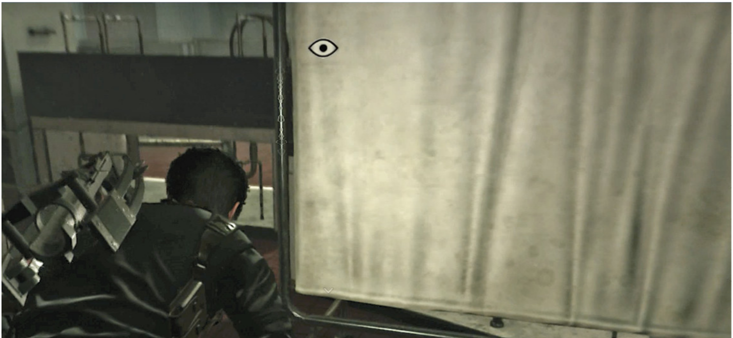
The way to your left is blocked for now, so creep from post to post around the room's right side, avoiding the Anima's gaze. As you approach the corner, morgue drawers suddenly burst open, blocking the route and knocking Sebastian backwards.

Now you have to creep back around the outside of the room to the left until you reach the only opening available—right into the center of the room, toward the Anima! First, hide behind the rolling storage cabinet in the middle. When the Anima turns away, dart left to the white room divider.



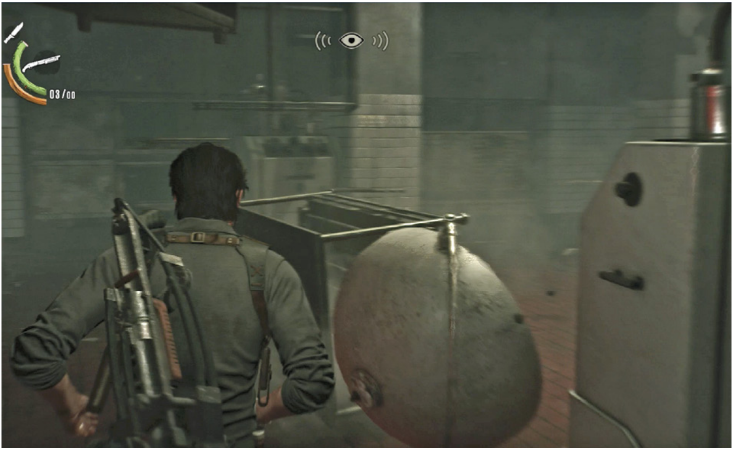


Next, slip out through the gap behind you and veer right. As you move down this side of the room, a high morgue drawer snaps open, forcing you to crouch under it. Then more drawers slam open, blocking your route. Good lord. Back up a couple steps then slip through a new gap (between a column on your left and a room divider on your right) toward the center of the room.

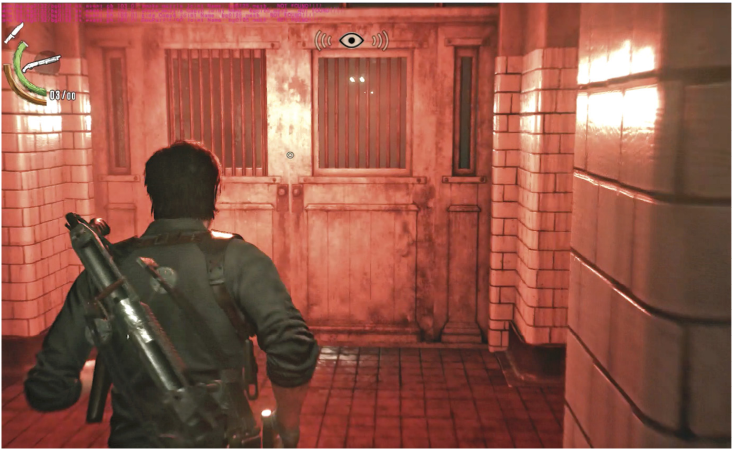


Sneak leftward along cover to what looks like an open gap to the red-lit corridor… but no, a metal shelf falls over at the last second as you approach, blocking the way. When this happens, be ready to move! The Anima lifts up room objects again, ready to slam them down into a new arrangement. As she does this, creep around the column you're behind and move toward the center of the room, taking cover behind the tall medical apparatus.

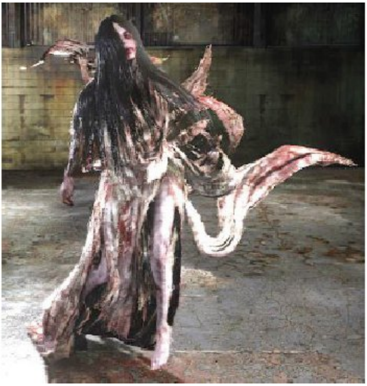
(Or you can try sprinting around the next column to the exit when the Anima is raising the furniture—the timing is tight, but it's possible to make it on the run from this point.)



When the Anima slams down stuff again, wait until she turns away then sneak to the overturned table to the left. This move is a bit frightening—you're practically right underneath the freakish humming monster. By now you're pretty sick of Clair De Lune, so wait until she turns away then sneak around the middle column behind you, wait again to make sure the Anima is turned away, and then sneak to the exit door. (Or you can just make a sprint to the door from this point, but open it just as you arrive.)
Whew!



BONUS: SURVIVED ALL THREE ANIMA EVENTS?

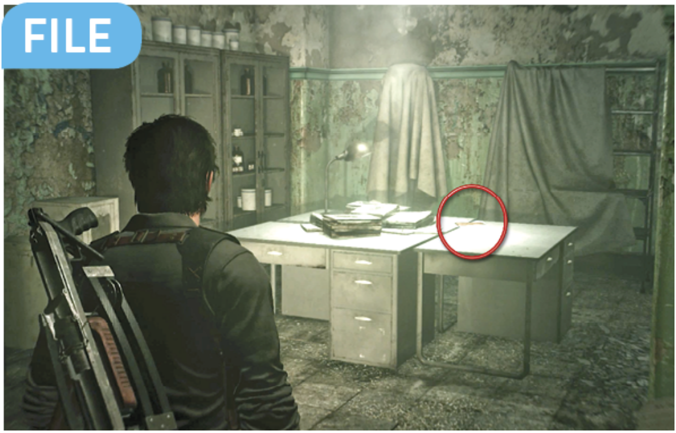


What happens after you escape the Anima event triggered in the Pit Observatory office depends on whether you've completed the other two Anima events as well: one at 336 Cedar Avenue in the Residential District, and the other at the Juke Diner in the Business District.

If you haven't yet completed all three Anima events, Sebastian will be wracked by a quick cascade of dark visions in the corridor beyond the exit door, and then he ends up back in the Pit Observatory office.

But if you're following this walkthrough, you *have* completed all three Anima events now. The exit door from the final event leads down a passage into a hallway with two open rooms, one on either side. In the room on the right, find the bottom half of Sebastian's torn psychological profile by the police psychologist, Walter Harrington, PsyD.

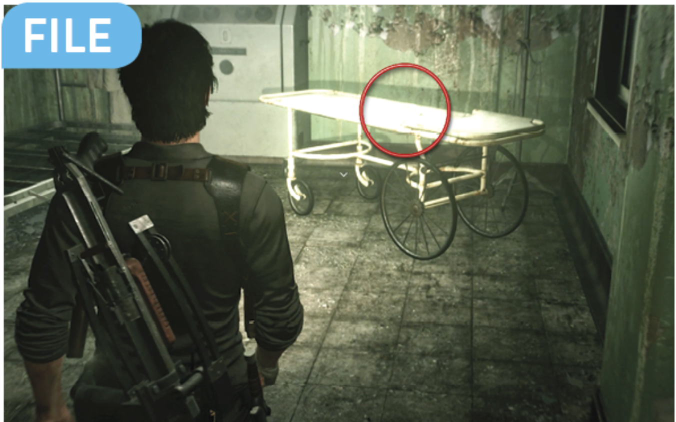
“Torn Psychological Evaluation Report (Bottom)”



This file is available only after you complete all three Anima events in the game. After completing the third event, move down the hallway and explore the room on the right. This file sits atop the desk in the room.

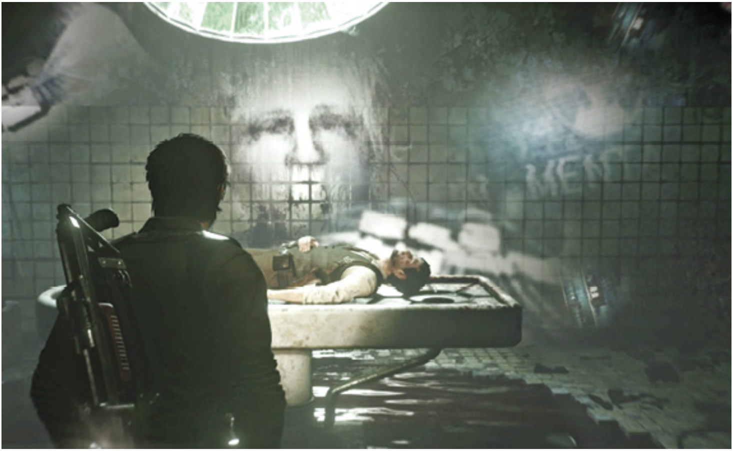
In the room directly across the hall, turn right and approach the upright gurney to find a letter regarding the “Castellanos/Beacon situation” from Krimson City Police Chief James Vankirk to an unspecified recipient (most likely someone very high on the Mobius org chart).

“Letter from Police Chief”



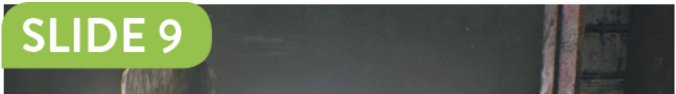
This letter is available only after you complete all three Anima events in the game. After completing the third event, move down the hallway and explore the room on the left. The letter sits atop the gurney in the corner.

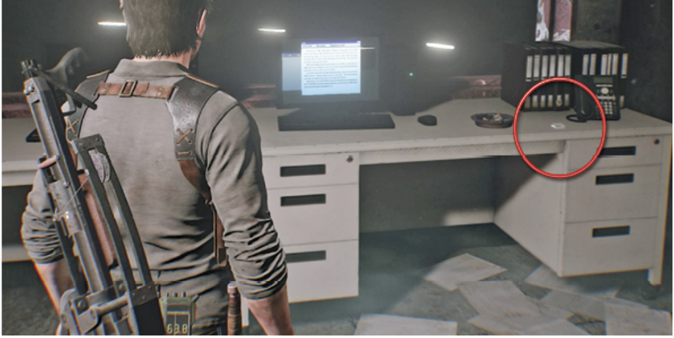
Both files provide critical understanding of what happened to Sebastian Castellanos after the events at Beacon Mental Hospital. Continue down the hallway and descend the eerie stairway with strange visions playing on the walls. In the room at the bottom, approach the figure lying on the autopsy table to trigger a final vision as Sebastian confronts his demons. In the end, he winds up with his trusty Revolver added to his arsenal.



Again, in this walkthrough you end up back in the Pit Observatory office. Sebastian holds his trusty Revolver, and a new slide sits on the desk. Grab it, exit the office, and follow the cart track back to the half-open entry door. Crouch and reenter the laboratory area.

"Reality After STEM?"

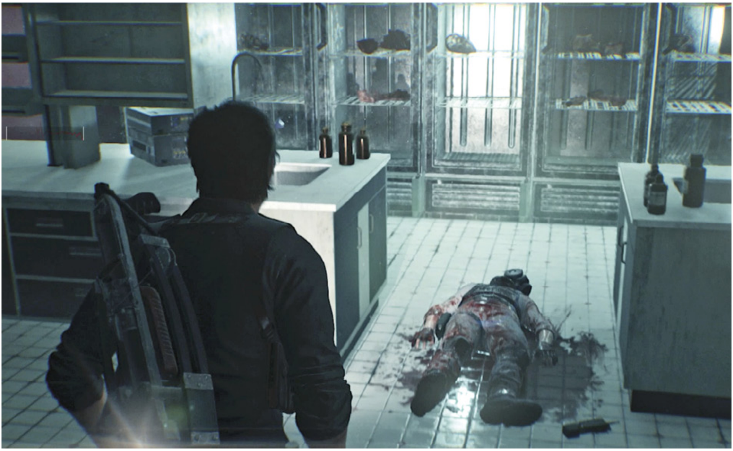




After you escape the Anima event triggered by using the computer in the Pit Observatory office, you end up back in the same office. Find the slide sitting on the desk near the computer.

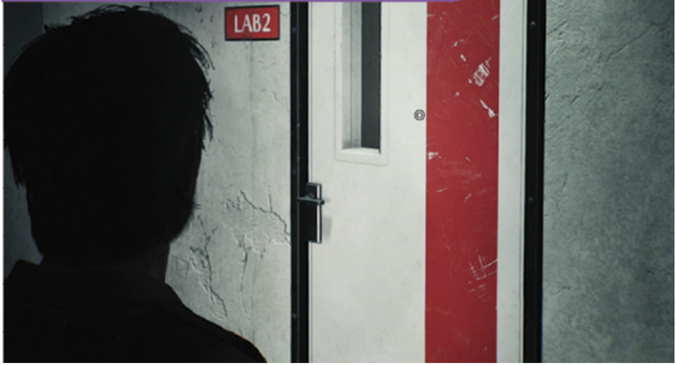
Explore Lab 2

Turn right and climb the stairs to the second floor. At the top, turn left and go through the door marked “Lab 2.” Just inside you spot a shadowy Resonance ⑭ at a worktable. Tune in the Residual Memory of the Mobius researcher then grab the Medical Pouch from the fallen Mobius operative.



“All is Lost…”

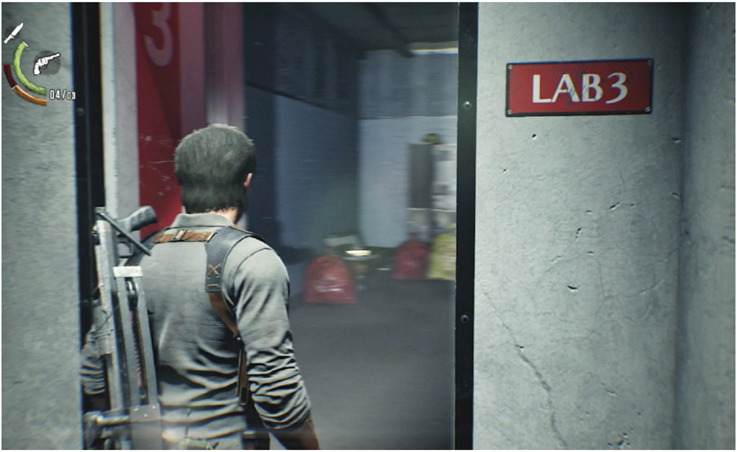
RESIDUAL MEMORY

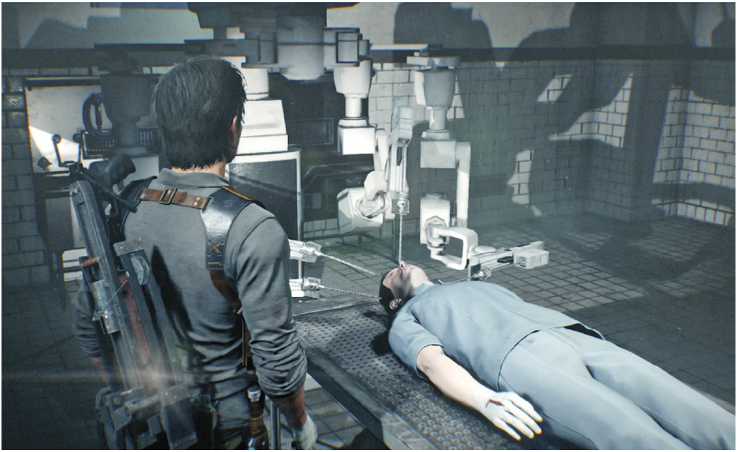


Find this memory at the center worktable in Lab 2, on the second floor of the Restricted Labs area.

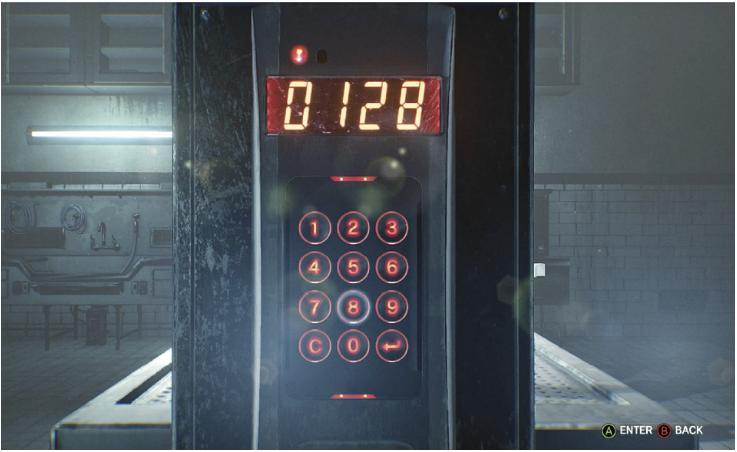
Explore Lab 3

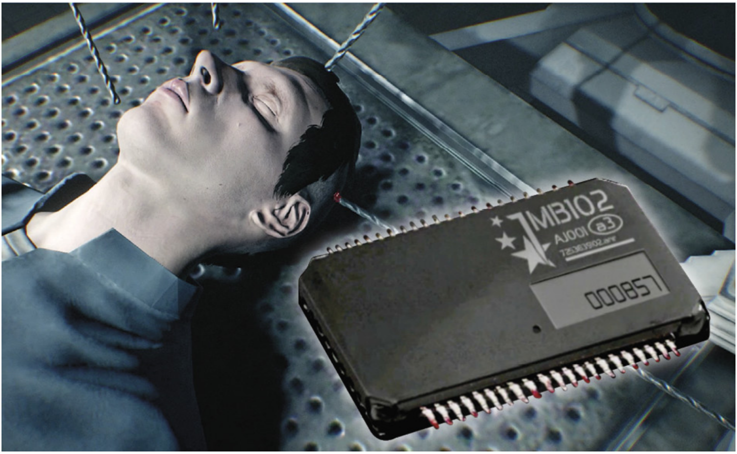
Exit and follow the outer walkway around to Lab 3. (Watch out for a pair of Lost ripping at a corpse in the center walkway.) In the backroom ⑮ you find a deceased Mobius employee on the table of an Extraction Device for removing cerebral chips.



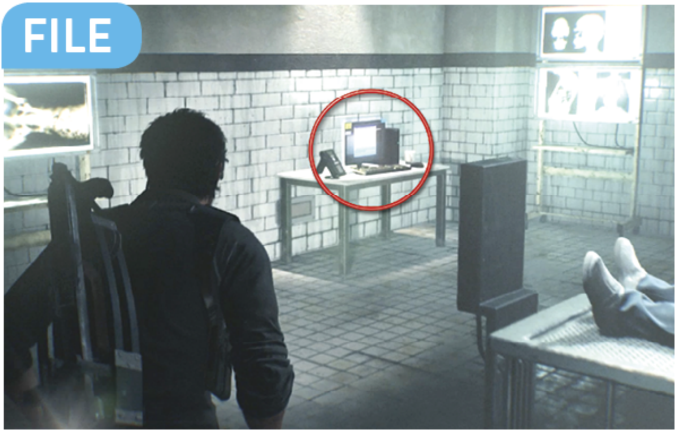


The machine needs a four-digit activation code, which you can find on the nearby desktop computer terminal: 0128. Use the control panel at the foot of the table and enter the code to activate the machine and remove the Unity Cerebral Chip from the Mobius subject. After the grisly procedure, pick up the Unity Chip from the extraction table.





“Computer File: Operative Case”

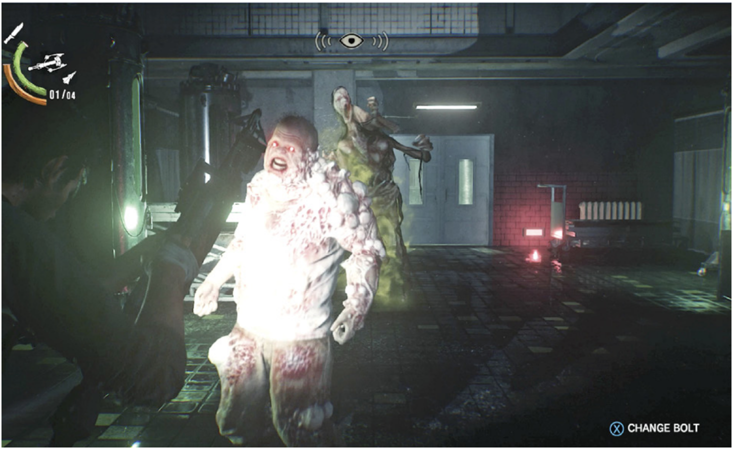


Find this file displayed on the monitor of the computer next to the Extraction Device in Lab 3.

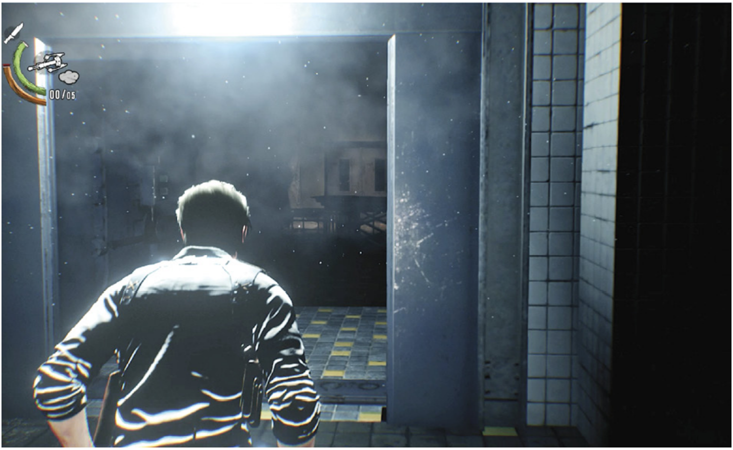
PASS THROUGH THE SECURITY GATE AND SEARCH FOR HOFFMAN AND O’NEAL

Fight Or Evade Monsters To Reach The Gate

Exit Lab 3 and head back downstairs to the security gate ⑩ . This return is made considerably more challenging because using the Extraction Device overloads the power circuits and knocks out the lights. A veritable platoon of monsters gets loose in the darkness, both upstairs and down.

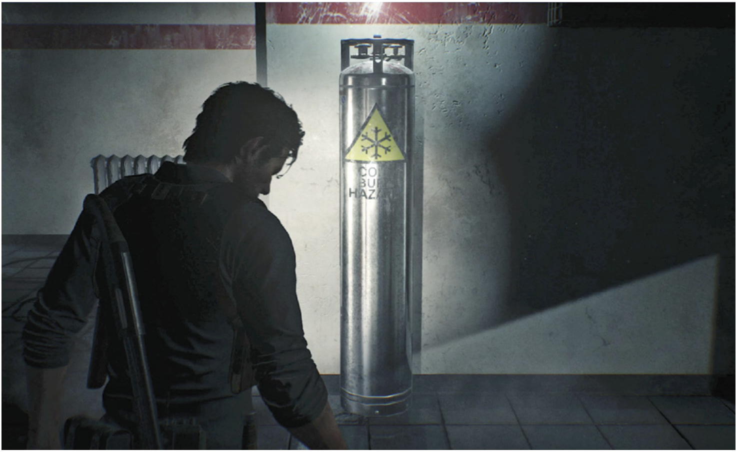


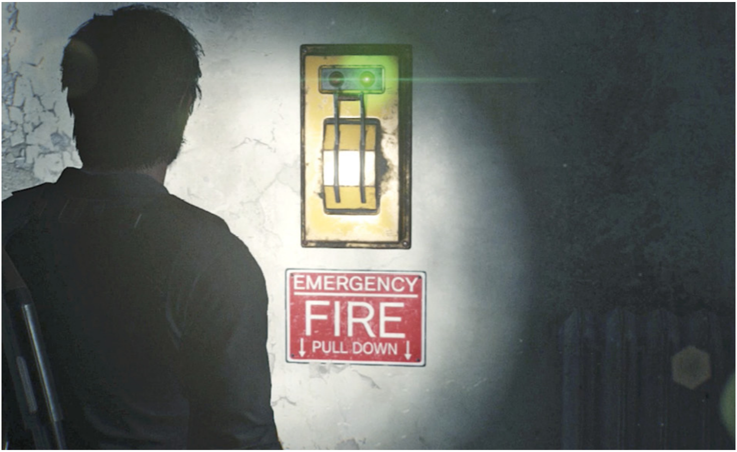
You can try to sneak past them to the gate, or you can just wade in and spill rivers of Green Gel. Either way, you must get past a host of Lost plus a Lament to reach the gate, which opens automatically when you approach with your new Unity Cerebral Chip. (Okay, it's not new… it's used.)



Survey The Sector

Here's a tip: Once you get past the security gate, you're safe from Lost attacks, so you can take some time before you trigger the chapter-ending event. Explore the area thoroughly to grab ammo pickups and get the lay of the land. Get familiar with the rooms and corridors of the area—the long narrow passage, in particular—and note the locations of two Fire Emergency switches (each briefly turns on an overhead sprinkler nearby) and three liquid nitrogen tanks (labeled "Cold Burn Hazard").





Now go to the Lab 4 door ⑰ where you hear voices. Open it to trigger a cutscene: O'Neal is a changed man. Hoffman tries to intervene, but to no avail. Time for a firefight.

Defeat O’Neal

In general, you want to keep Sebastian on the move in this fight. O’Neal’s flamethrower has murderous power and good range, and it serves as a deadly blunt-force weapon in close combat. He also uses it to spew flame barriers that can box you in, restricting your movement options. This is where those Fire Emergency switches come in handy. Pull the handle to open a ceiling sprinkler that douses fire that may be cutting off your escape paths.

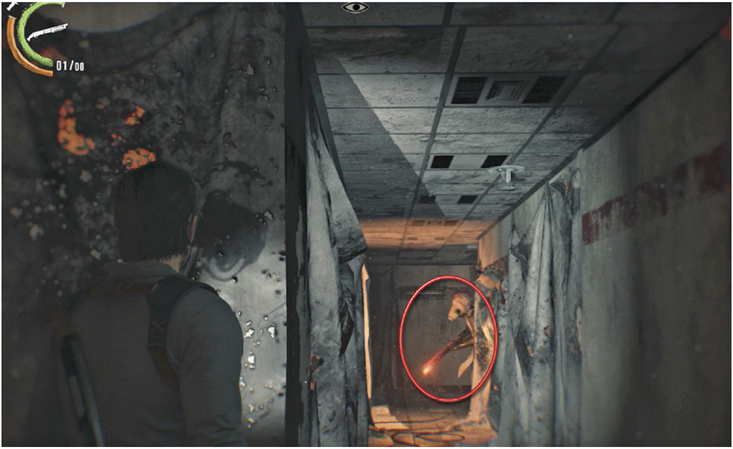
Tips from the Testers

Use the environment to your advantage to dodge and temporarily disable his flamethrower.

Keep your distance and avoid O'Neal's melee attacks. They inflict plenty of damage, but they also knock you down and leave you vulnerable.

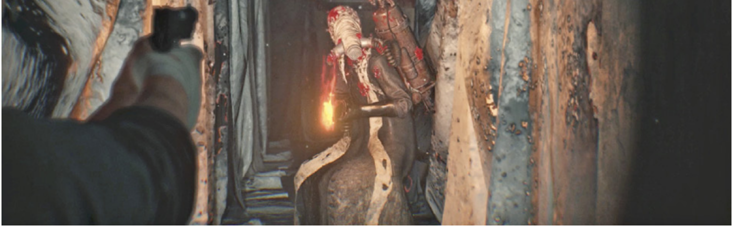
When all else fails, fight fire with ice! An exploding liquid nitrogen tank or a Freeze Bolt can immobilize your foe for a few precious seconds.

O'Neal's biggest disadvantage in the early going is his lack of speed; you can physically outmaneuver him fairly easily. In particular, he rounds corners slowly; the barrel of his flamethrower appears first (see our screenshot), giving you advance warning and time to aim carefully before his head emerges. *Bang!* Headshot.

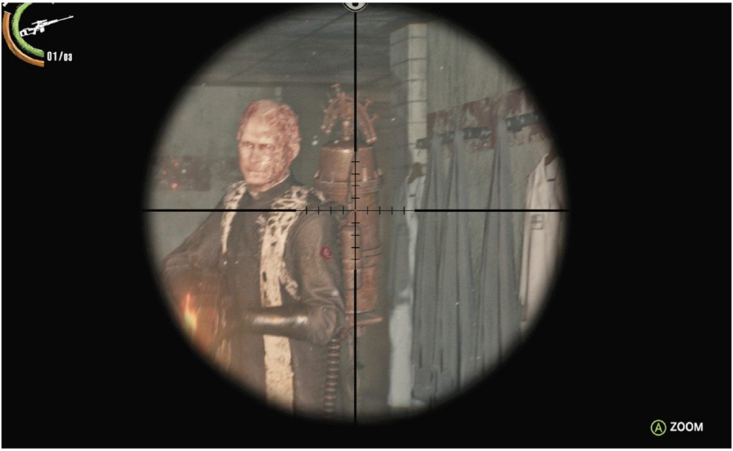


Another tactic: Set up with your Sniper Rifle at either end of the long narrow passage in the room; you can squeeze off 2-3 accurate shots before he can open his weapon's nozzle on you. The narrow passage is also a great place to set tripwires with your Explosive Bolts.

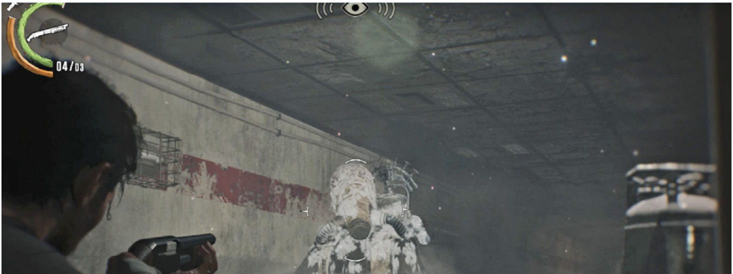
Conversely, don't get caught in the middle of that long passage when O'Neal is there too, ready to fire. The flamethrower's stream is wide enough that it's hard to dodge in those narrow confines. When you enter the long passage and you know O'Neal is behind you, sprint all the way to the far end before you turn to engage in any way.



You can disable O'Neal's flamethrower by shooting the fuel tanks on his back. But note that if his gun gets extinguished, O'Neal turns into a relentless melee monster, chasing and hammering you with his weapon. His closing speed picks up considerably, so you have to change your own tactics a bit. You can't just sprint away anymore; instead, circle the concrete columns and autopsy tables to keep him off you as you squeeze off shots. Keep a sharp eye out for ammo pickups as you do this.



As our awesome QA experts point out, the three liquid nitrogen tanks can give you an edge if you use them effectively. Lure O'Neal past a tank and shoot it to freeze him in place for a few seconds. This gives you time to score multiple easy headshots, then run away to heal and reload while he's reeling from the salvo. The same goes for crossbow shots with Freeze Bolts.



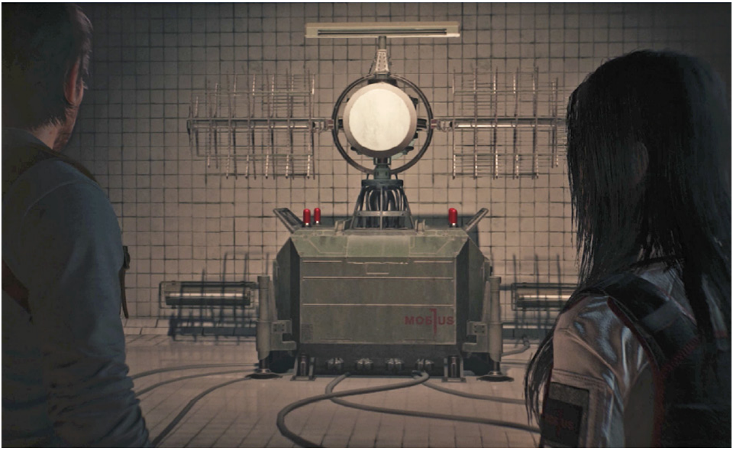
O'NEAL Agh! You're going to PAY FOR THAT!

Late in the fight, when O'Neal has taken extensive damage, he rips off his mask and fights bare-faced with a renewed fury. Target that head! When O'Neal finally falls for good, he shares some critical information about his support for Father Theodore.

SEARCH THE BACK ROOM AND FIND THE MACHINE THAT O'NEAL MENTIONED

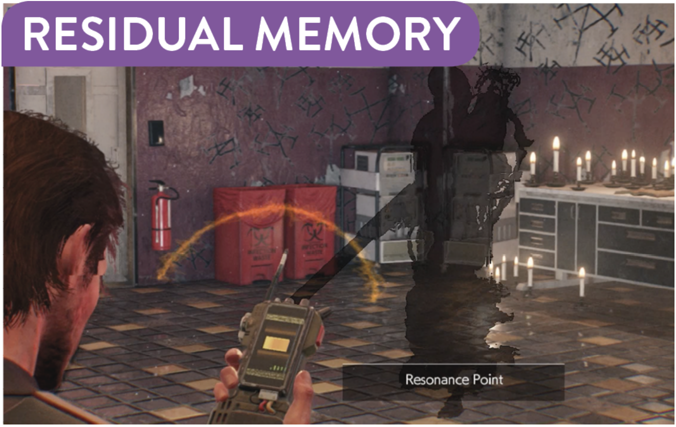
After the fight, be sure to pick up the Broken Flamethrower next to O'Neal. (We'll find tanks later to repair the awesome weapon.) Then enter Lab 4 to see a Resonance that you can tune in as a Residual Memory ⑱ .

Grab the box of High-Grade Weapon parts and examine O'Neal's worktable and his makeshift altar. Then use the Mirror to teleport to Sebastian's Room to craft ammo, upgrade weapons and skills, and save your game. Return and head through the "Laboratory in Use" door. Walk down the long corridor to the room with O'Neal's machine ⑲, where Sebastian makes a call to his demolitions expert.



"His Master's Voice"

RESIDUAL MEMORY

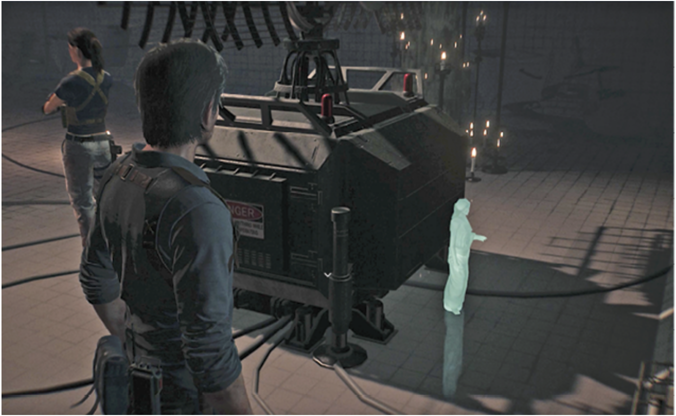


After you defeat O'Neal, enter Lab 4 to find this memory just beyond the door.

TALK TO ESMERALDA WHEN READY TO ARM THE EXPLOSIVES

Later, Esmeralda Torres has O'Neal's machine rigged with C4 explosive. Find the Locker Key statue hidden behind the machine. Talk to Hoffman and ask all questions, then do the same with Torres. When you're ready, tell Torres, "Let's arm this thing." Then watch the fireworks. Once again, Sebastian finds himself cast into the odd darkness of the void.

Locker Key Statue



Don’t blow up O’Neal’s machine before you find the Locker Key statue hidden directly behind it!

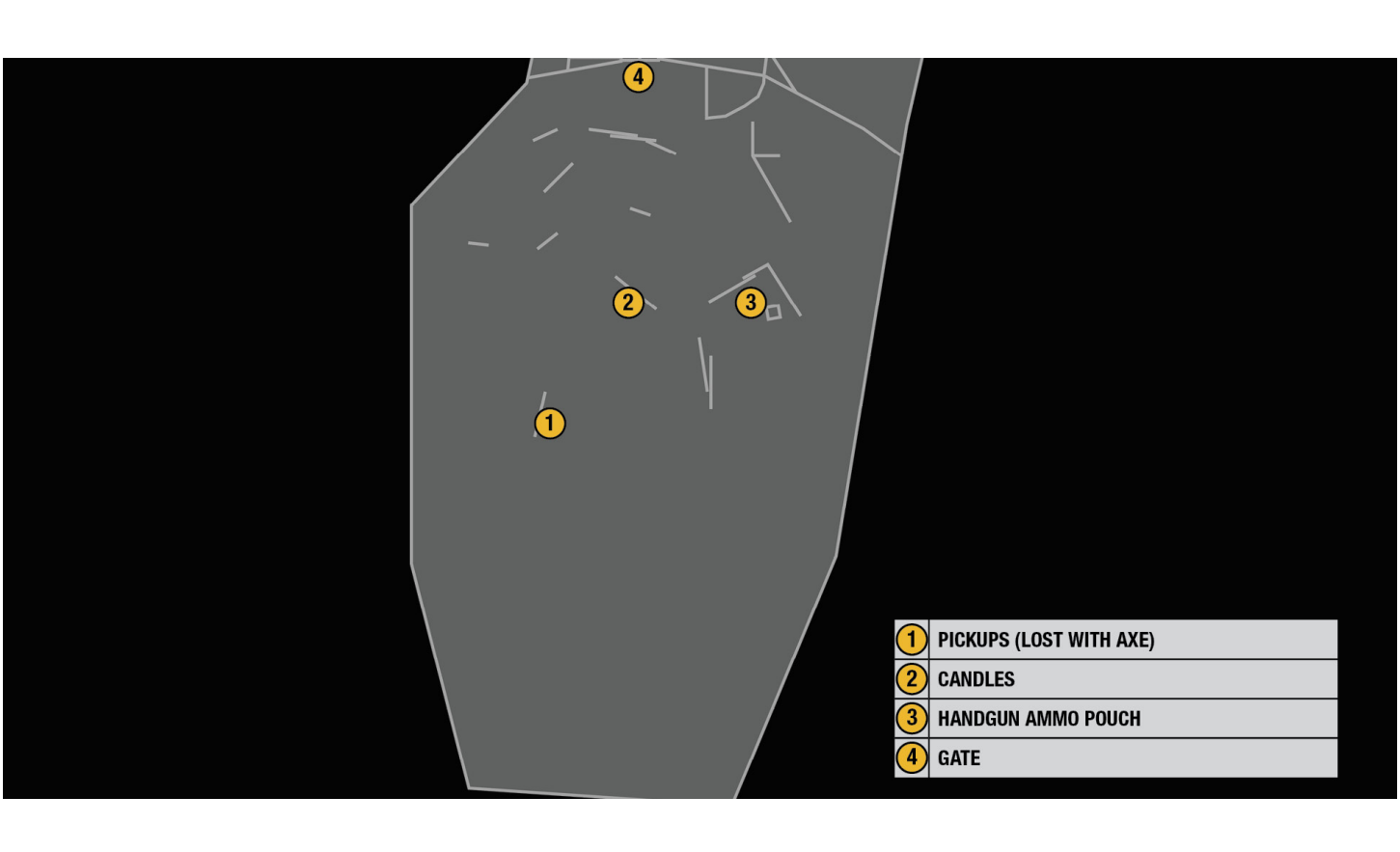
THE EVIL WITHIN 2

Story Walkthrough

Bottomless Pit

Destroying O'Neal's machine forces Theodore's domain out of hiding. But now Theodore demonstrates his power over STEM reality, pulling Sebastian into that domain—a dark, bloody swamp—where he must confront his own fears and failures.

OVERVIEW



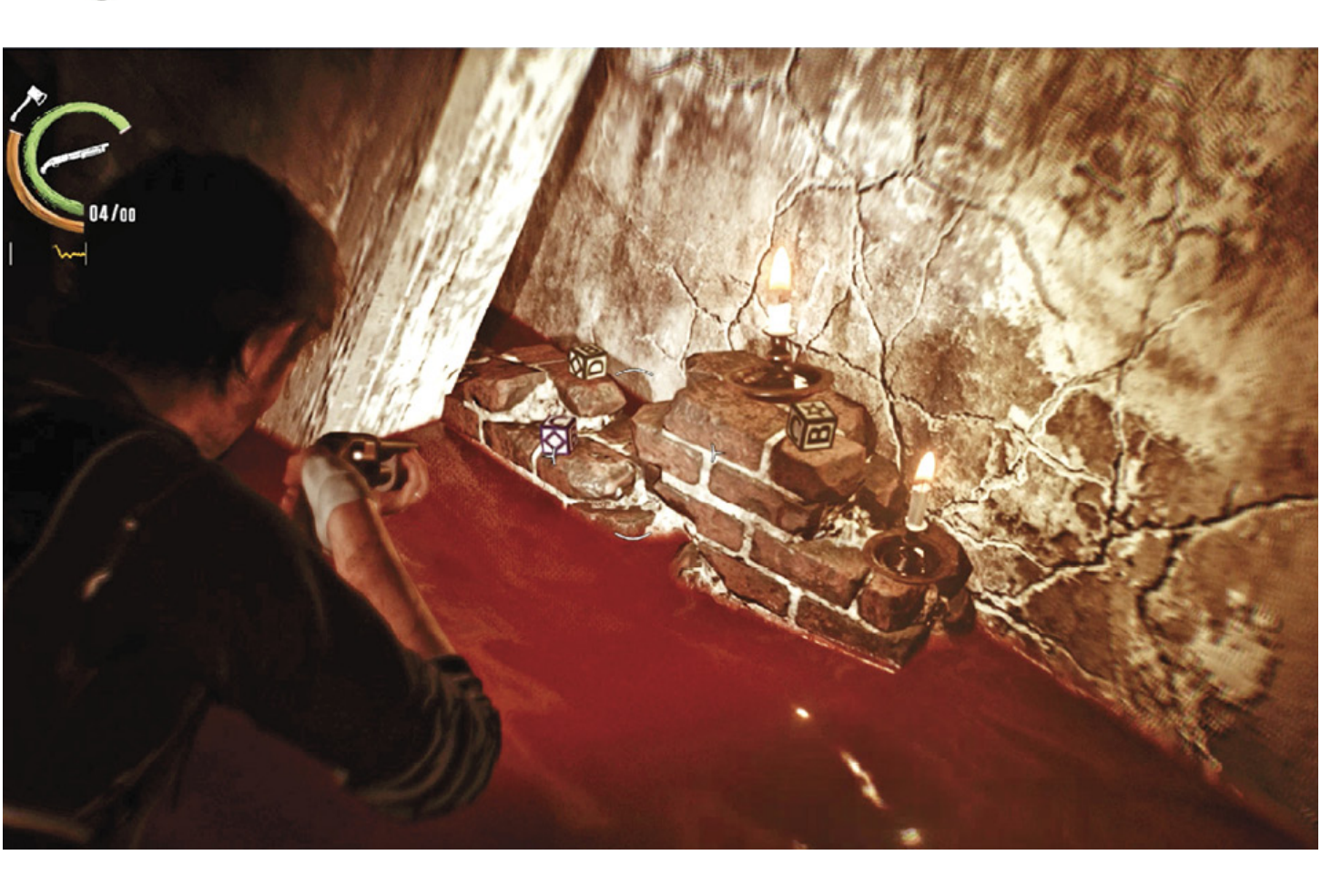
OBJECTIVES

- Use the Communicator to find where Lily's voice is coming from
- Search the house Collectibles
- 1 File
- 1 Slide

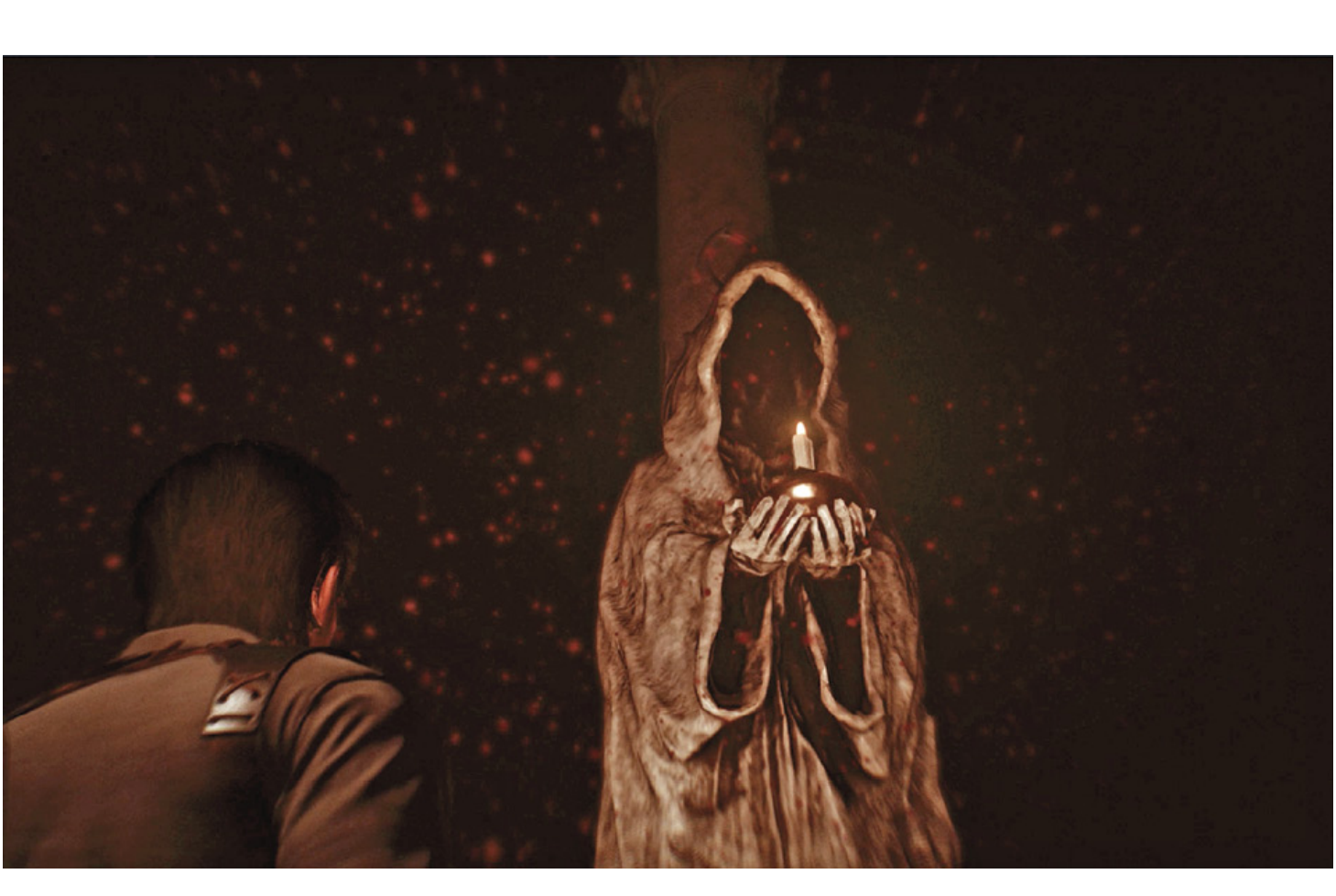
USE THE COMMUNICATOR TO FIND WHERE LILY'S VOICE IS COMING FROM

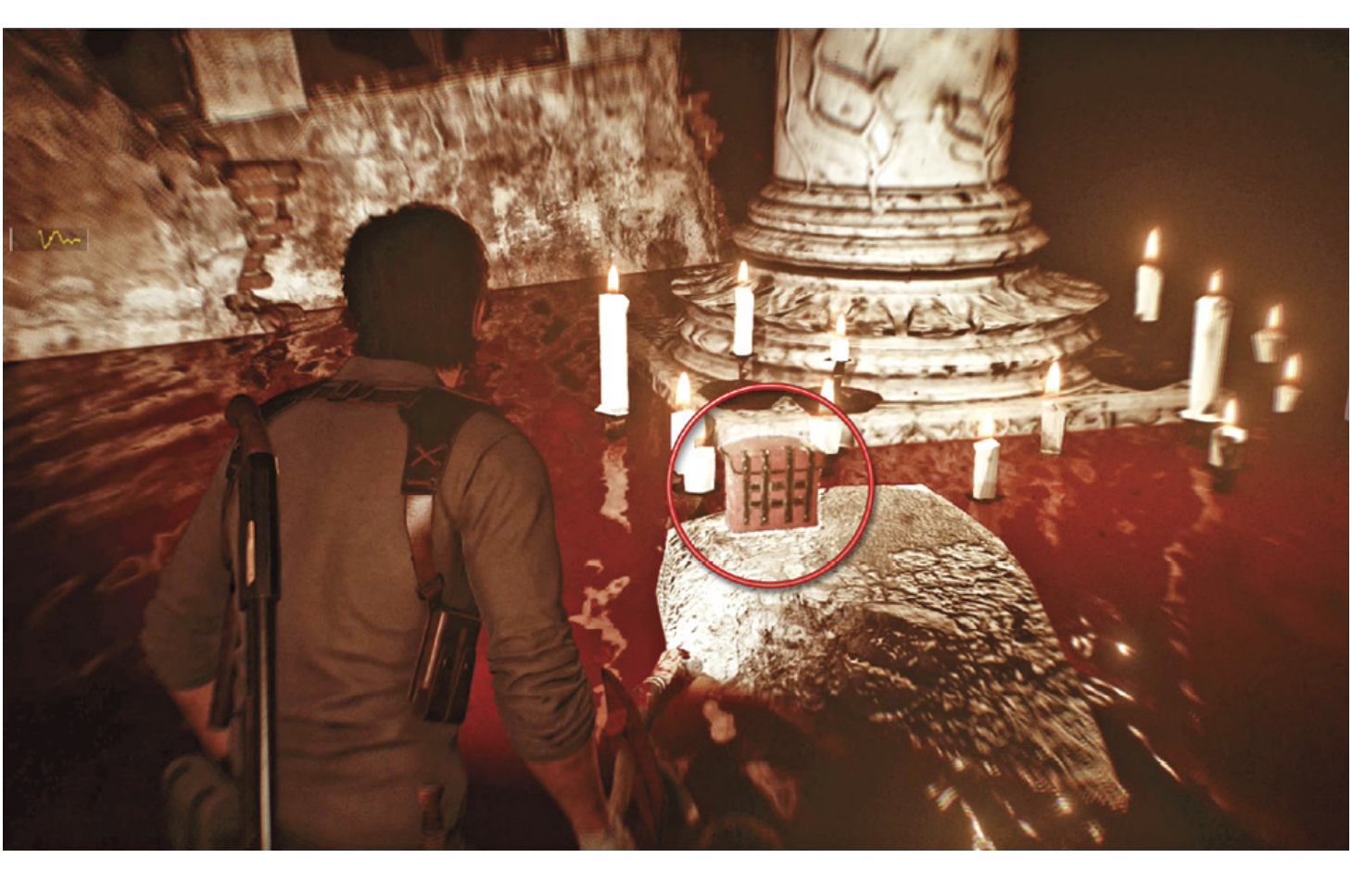
First, make sure your weapon clips are fully loaded. Then Equip your Communicator and lock on to the "Unknown Resonance" to reveal it as "Lily's Voice." As you start, note that the Communicator's distance meter shows you're about 200 meters away from the source of the signal. En route you'll pass some odd ruined structures lit by candles and strewn with a child's toys—Lily's toys, no doubt.

Start in the direction indicated by the waveform pointer, which leads you toward the only light you can see at first ②. But as you go, look left to see the twinkling of items ① in the darkness. Head over to pick them up, but be ready for a Lost with an axe to take offense to your pilferage and rise up from the pile of corpses. Shoot him, grab his axe, then head toward that original light source ② to find a broken wall section with a few play blocks scattered around candles.



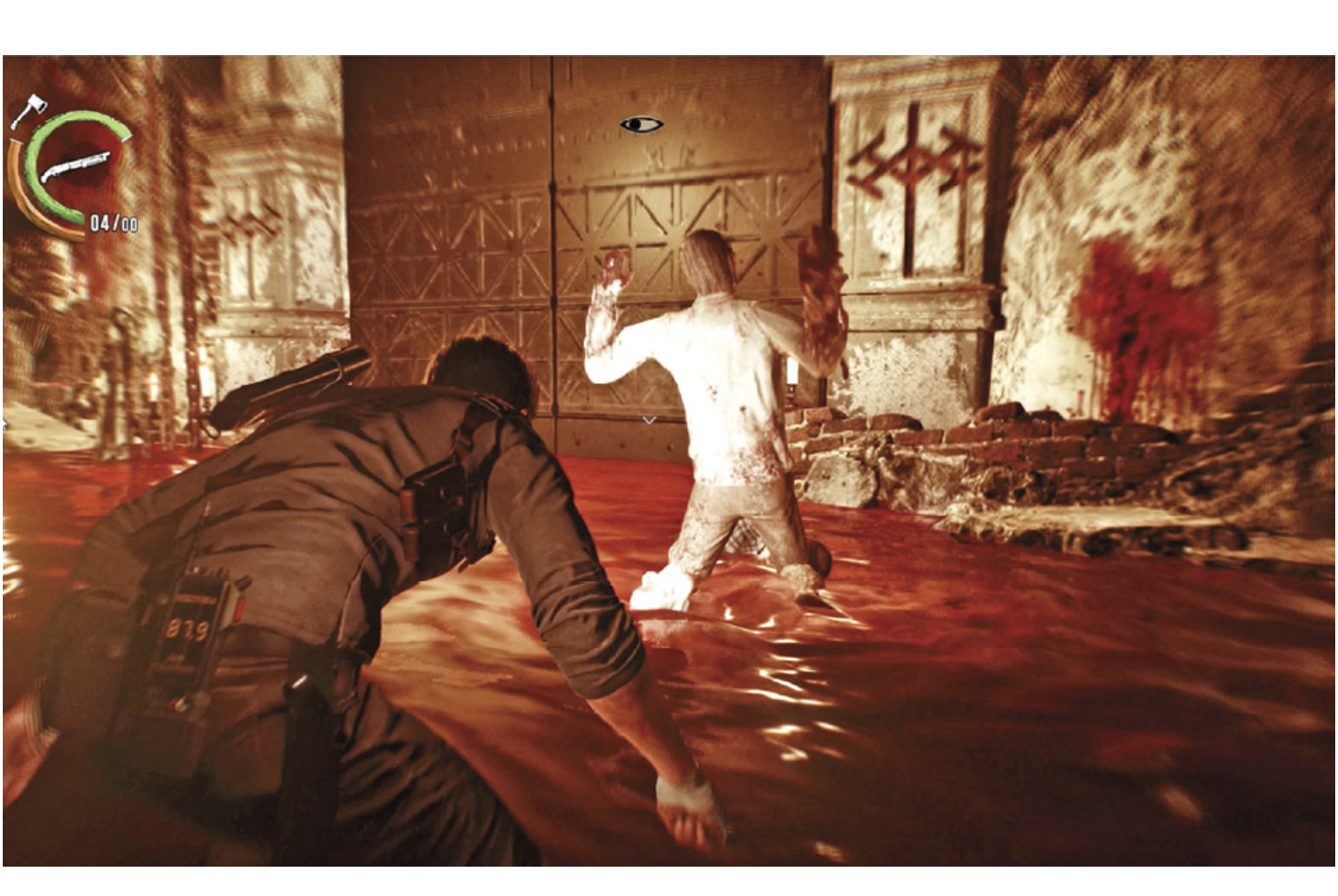
Continue in the same direction toward more candles glowing ③ at the base of a creepy, towering statue—the same one you've seen elsewhere in Theodore's world. Grab the valuable Handgun Ammo Pouch sitting on the rock near the statue.

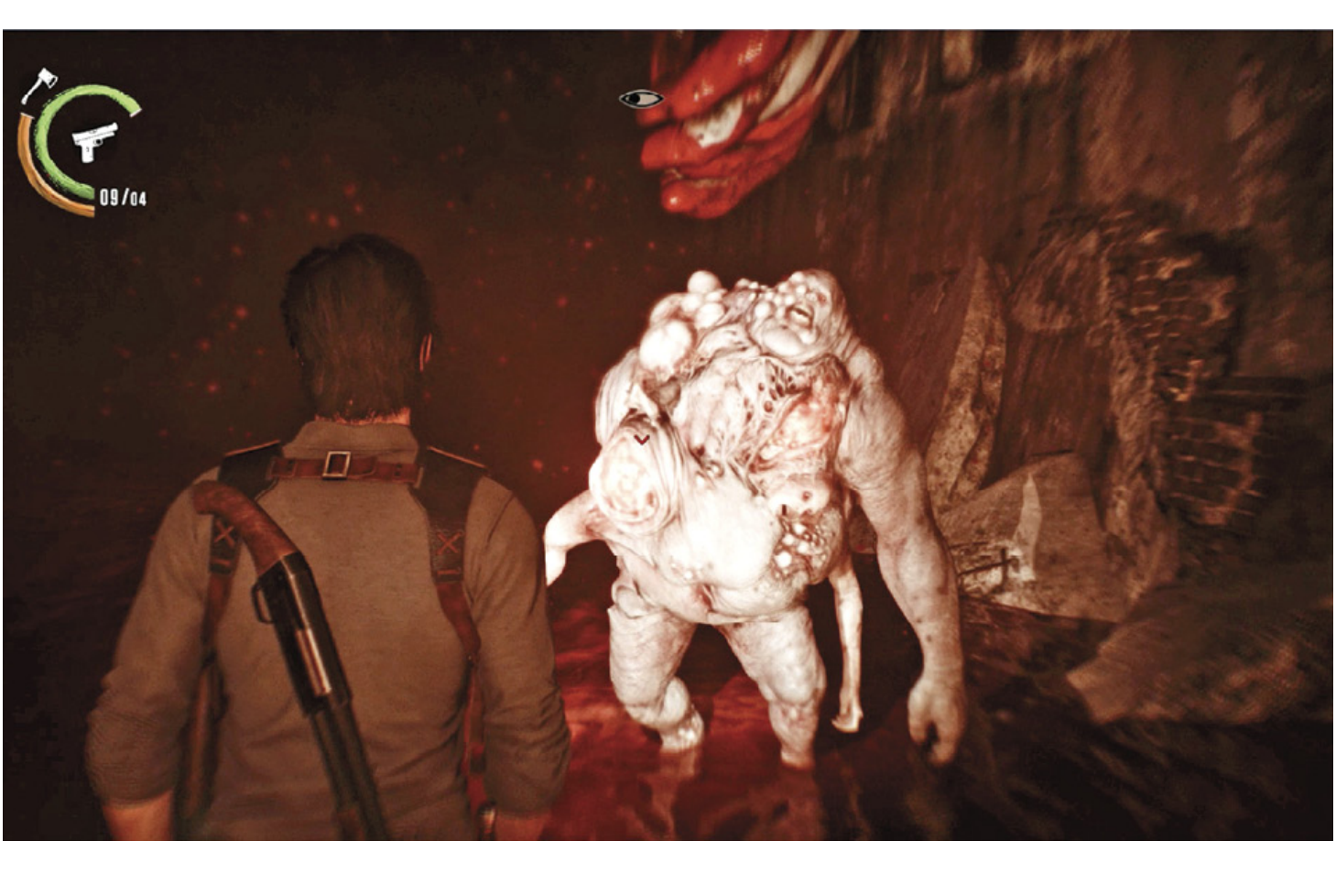




Get Through The Gates

Now follow the Communicator signal again, tracking Lily's voice toward a massive set of gates ④ where you find a frenzied Lost tearing at a corpse. Creep up for a Sneak Kill, but be ready—you'll draw the attention of other Lost, plus a new type of enemy, the massive Glutton. (See our Glutton Notes.) When you see the Glutton, sprint away to get distance before it explodes! Note that if you returned topside after viewing the Residual Memory of Hoffman talking to O'Neal in her Safe House, you may have already met a Glutton.

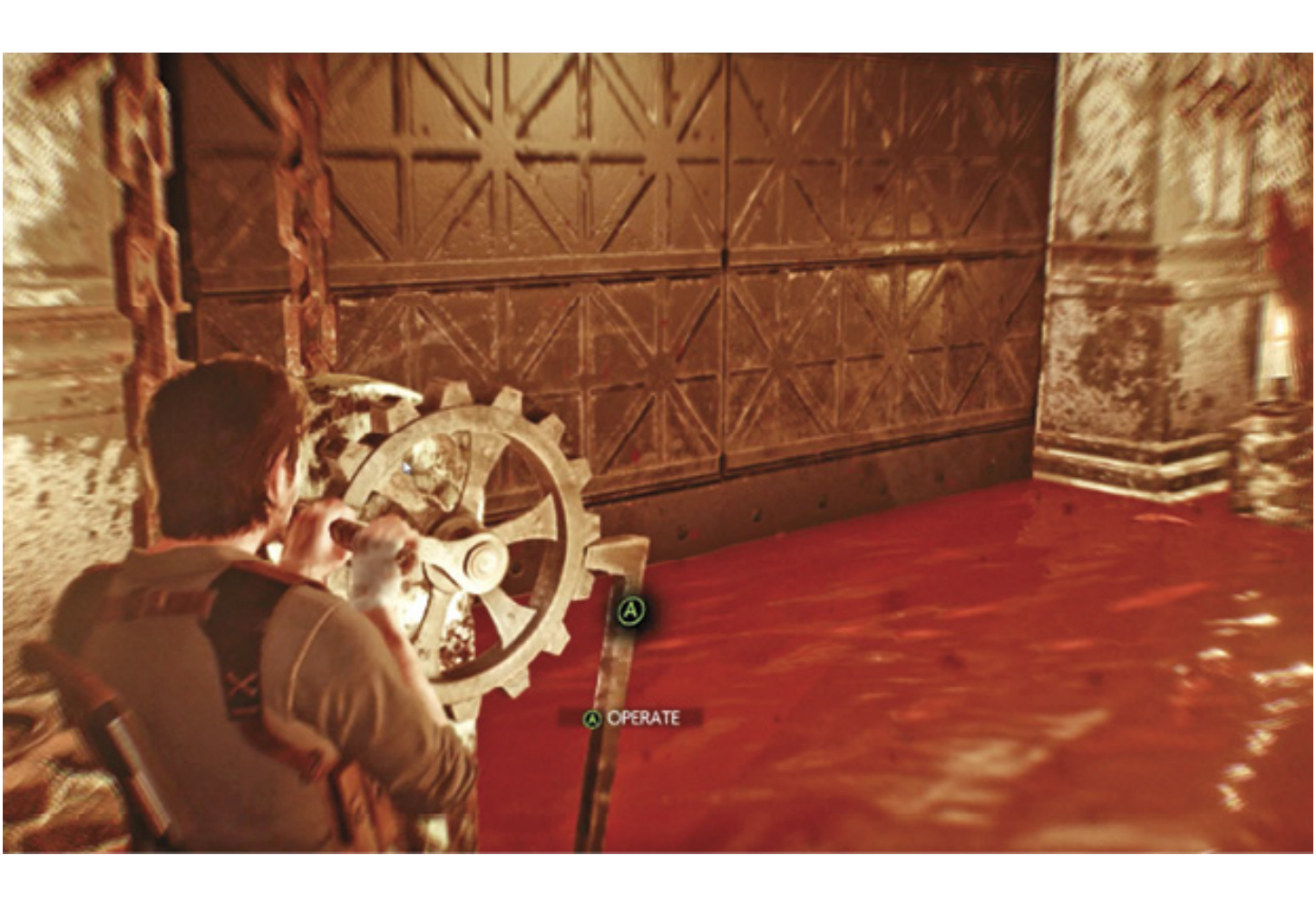




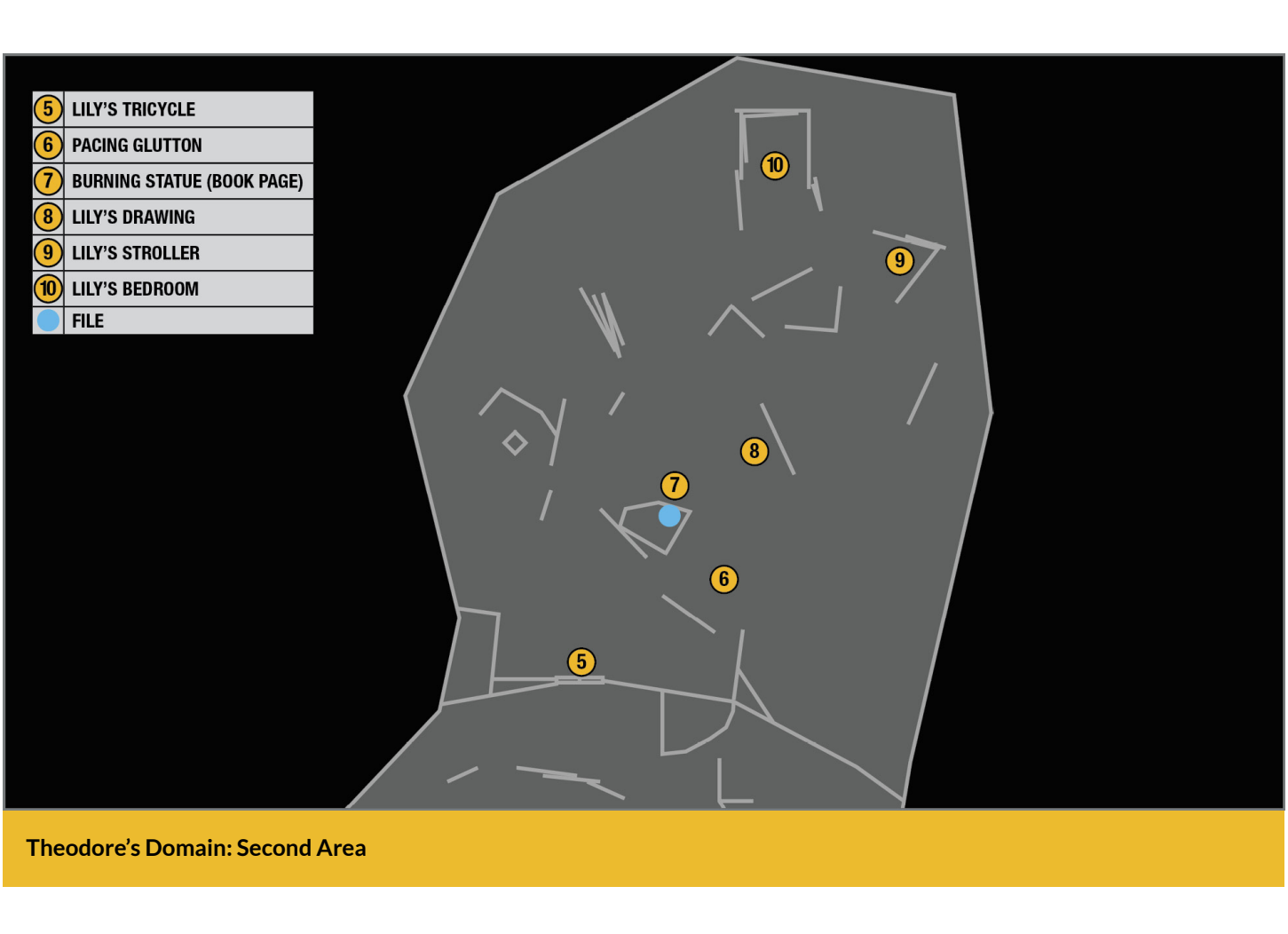
GLUTTON NOTES

The Glutton has only one attack, and can employ it only once, but it inflicts heavy damage. The big fellow lumbers close to targets, starts glowing and swelling up, and then self-detonates in a tremendous explosion. The damage radiates outward, lessening with distance. Thus, when you see the Glutton glow, sprint hard away from it! One other note: you can Sneak Kill a Glutton, but only when it's not swollen.

Now you can go to the crank just left of the gates and operate it to open them up. Step through the gates to see Lily's tricycle half-submerged in the murky red water.



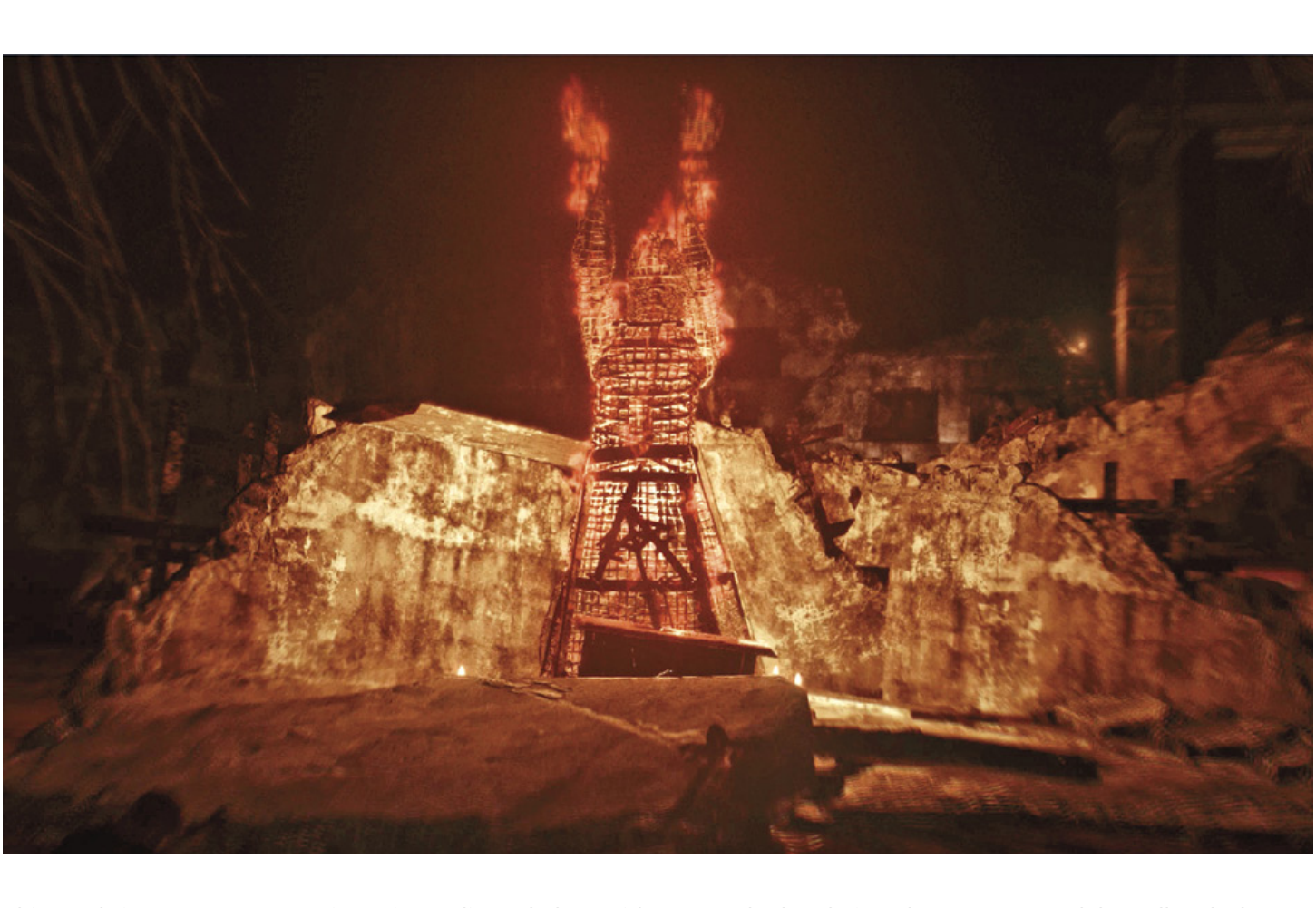
OVERVIEW



Theodore's Domain: Second Area

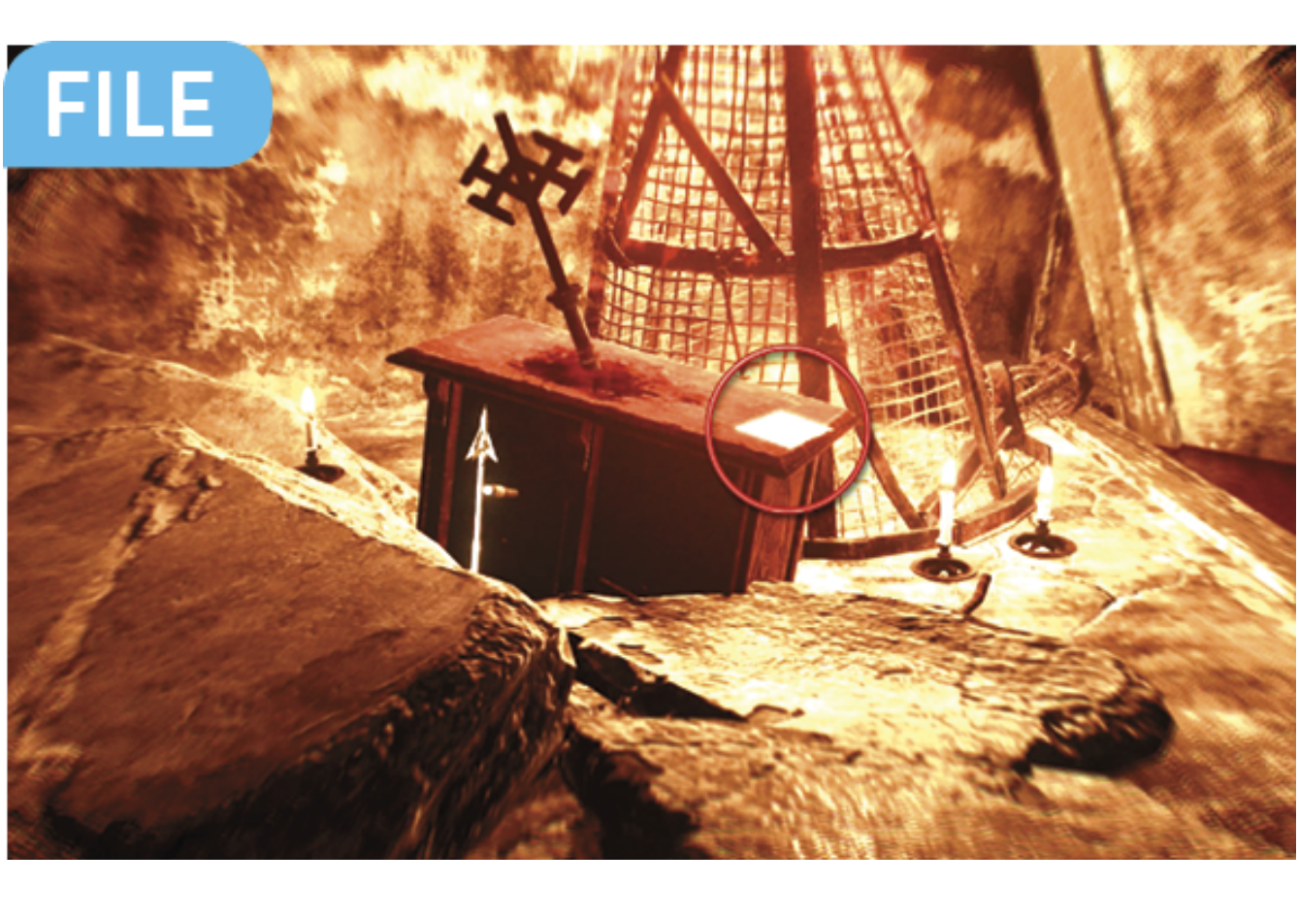
Find The Source Of The Signal

From the tricycle ⑤, veer slightly rightward to go around the wall section where you can see a giant flaming statue on the other side. Watch out for another Glutton pacing nearby ⑥; eliminate him from a good distance with a single Sniper Rifle shot to the head.



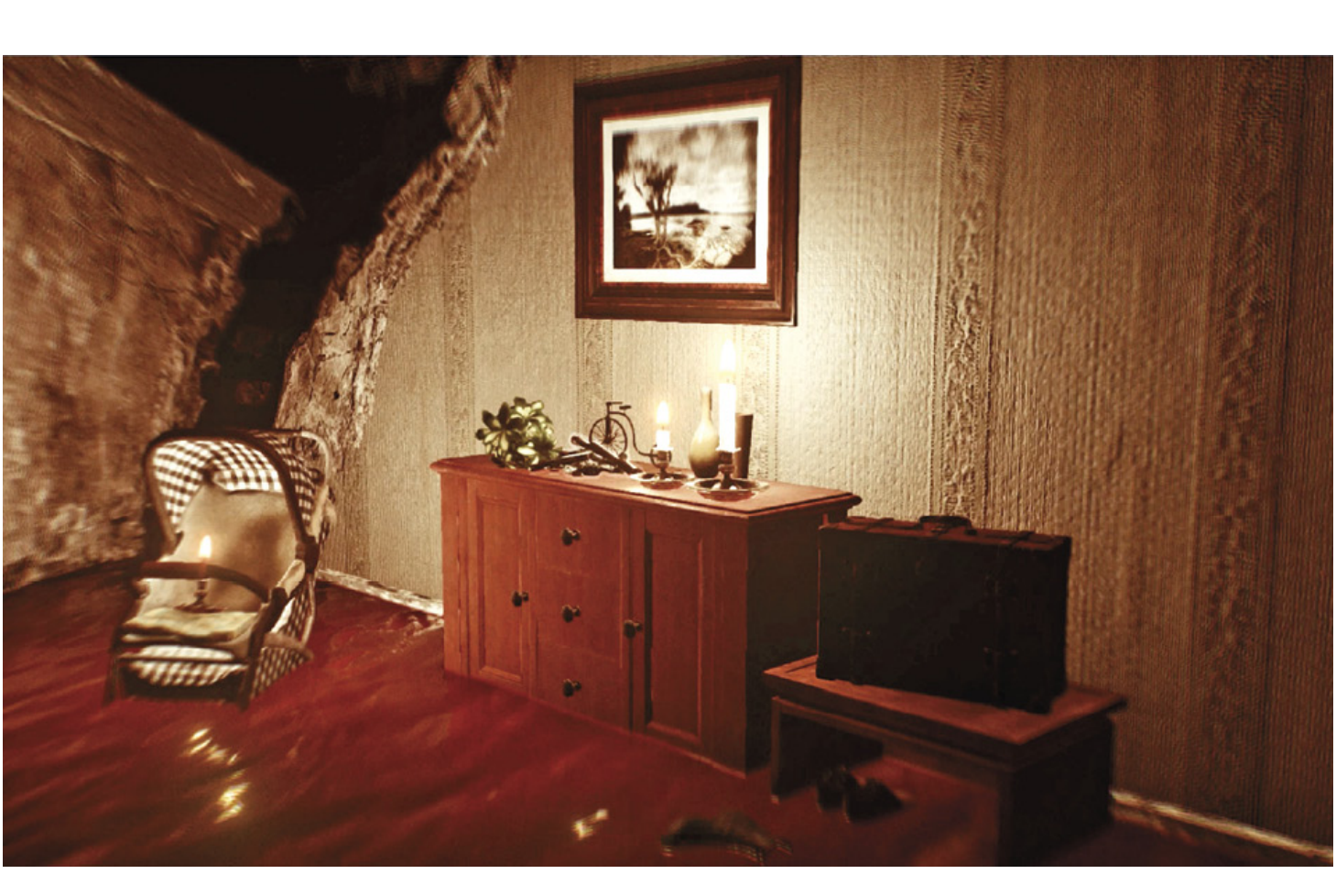
This may bring a few Lost out to investigate; dispatch them with your method of choice. Then move around the wall to the base of the burning statue ⑦ where other Lost may be gesticulating in wild worship of the statue. Eliminate them and pick up the book page sitting on the altar. Grab the Harpoon Bolts too.

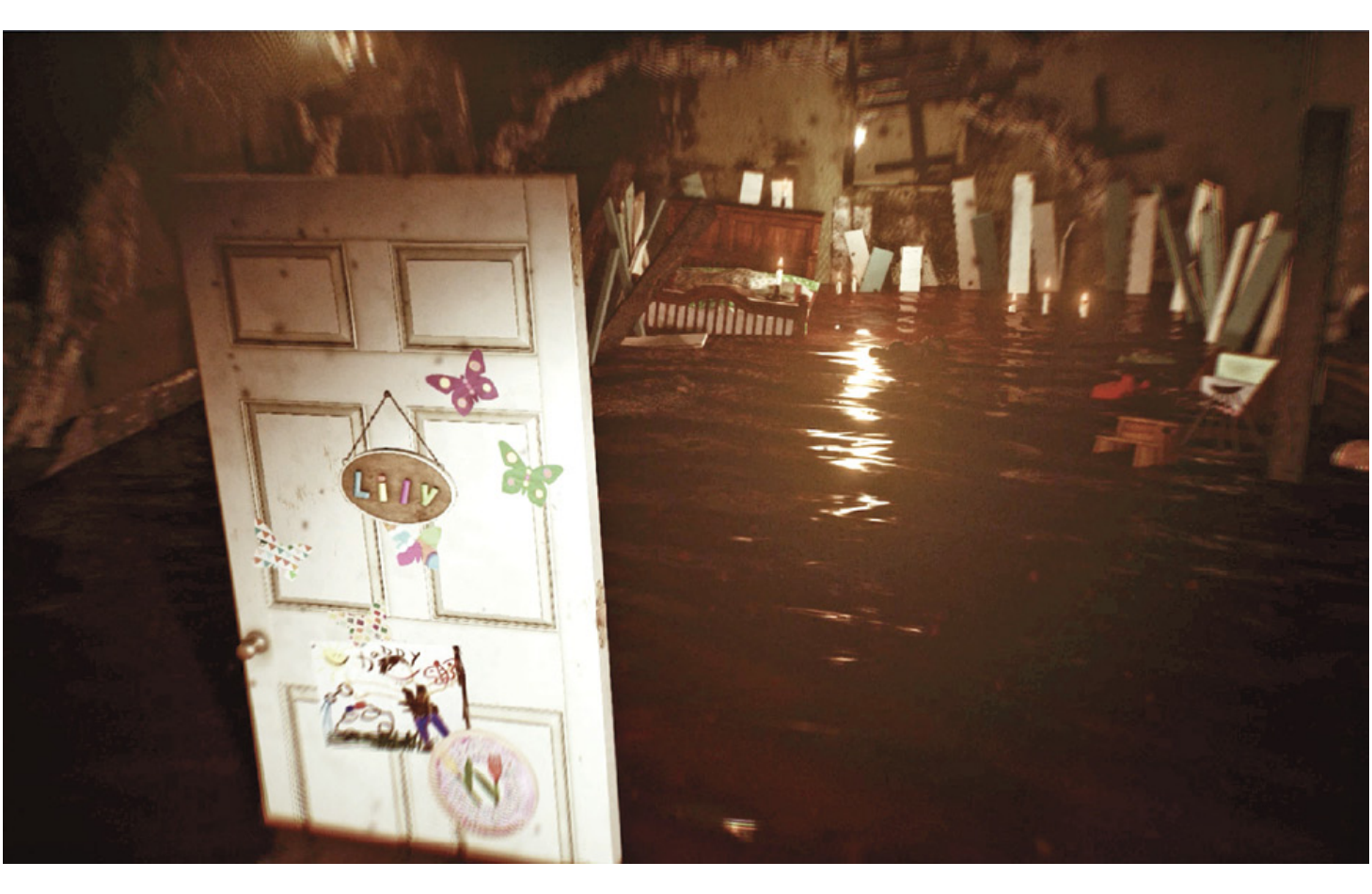
"Burnt Page from 'Submit to Freedom' 2"

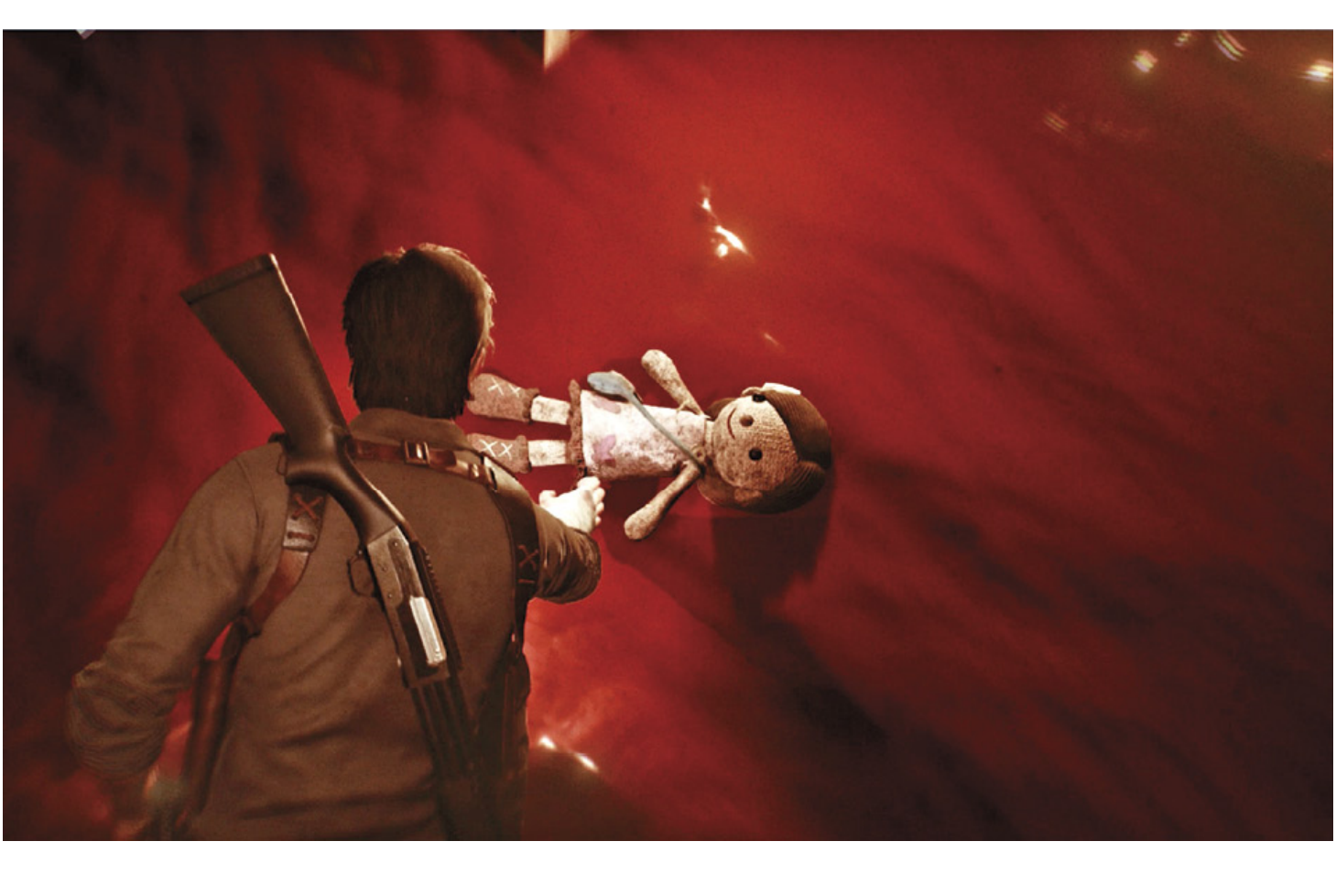


Find this page from Theodore's book sitting on the altar in front of the huge burning girl statue.

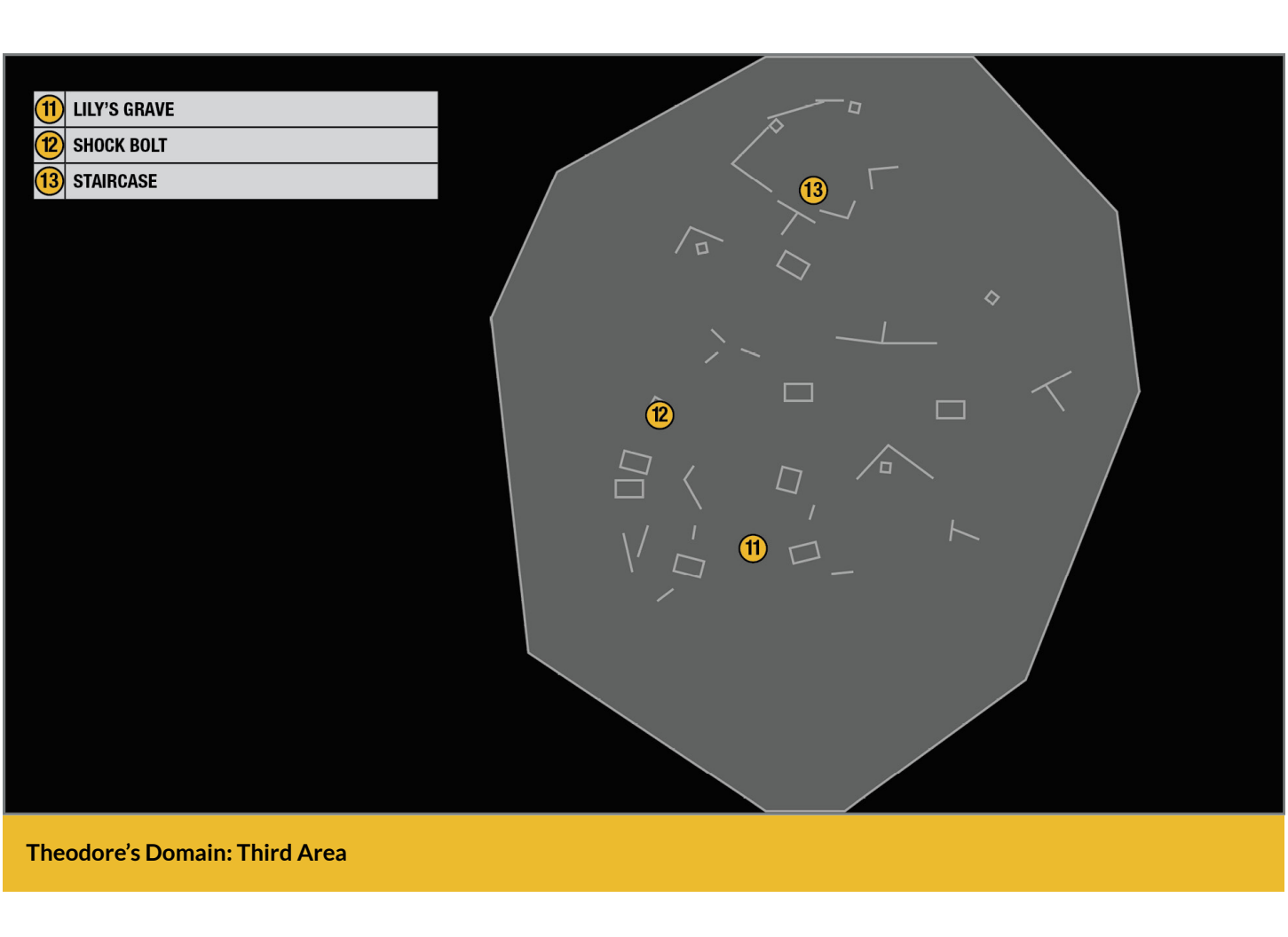
Wade to the nearby small wall section ⑧ with Lily's framed drawing of her family. The handgun sitting on it provides extra bullets and a bit of irony. Continue on to the next illuminated piece of home ⑨: a stroller, cabinet, painting and suitcase. Then follow the signal to the unsettling recreation of Lily's bedroom ⑩, door and all. Step around the door and approach the doll floating on the water to trigger a vision: Theodore digs away at Sebastian's guilt.





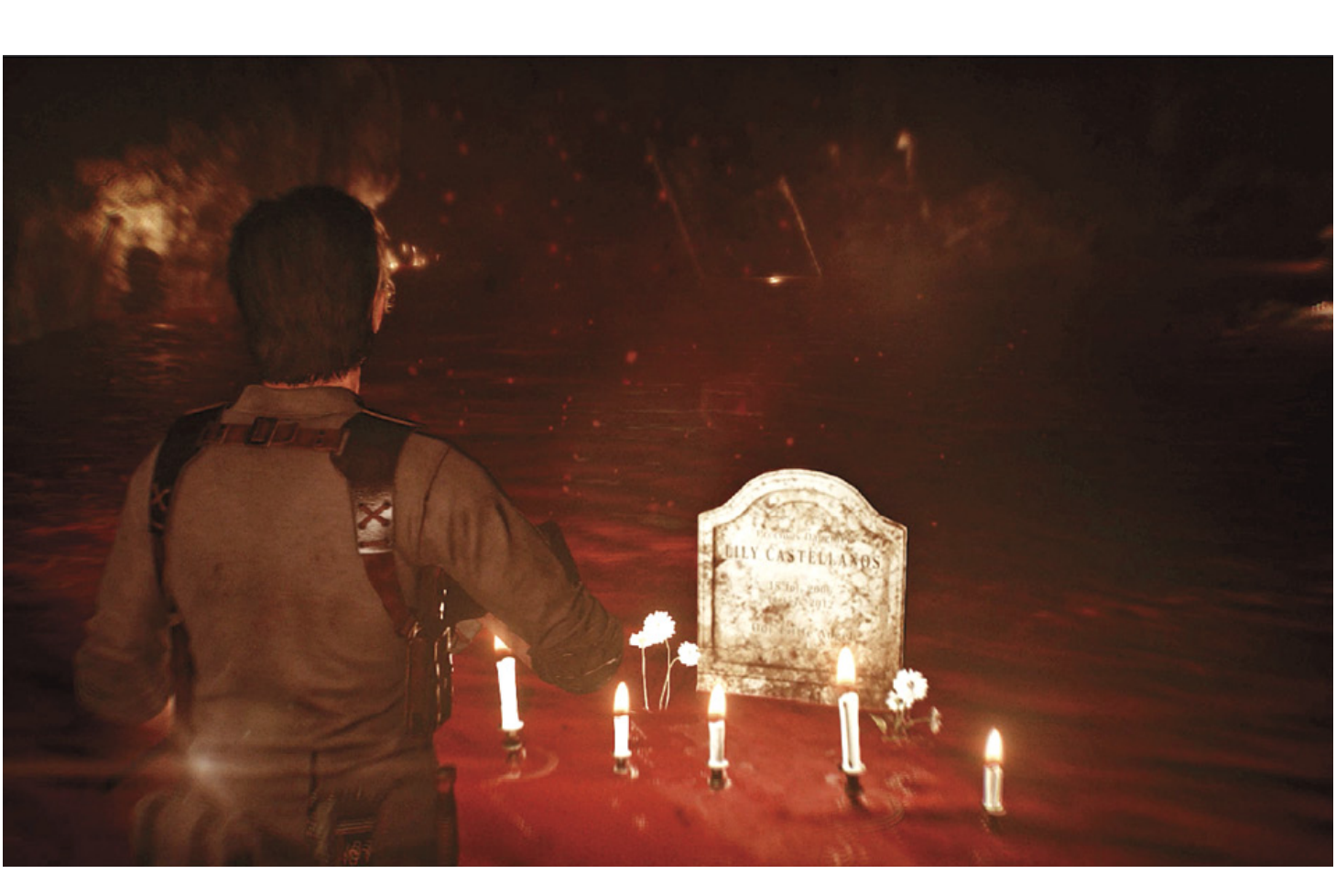


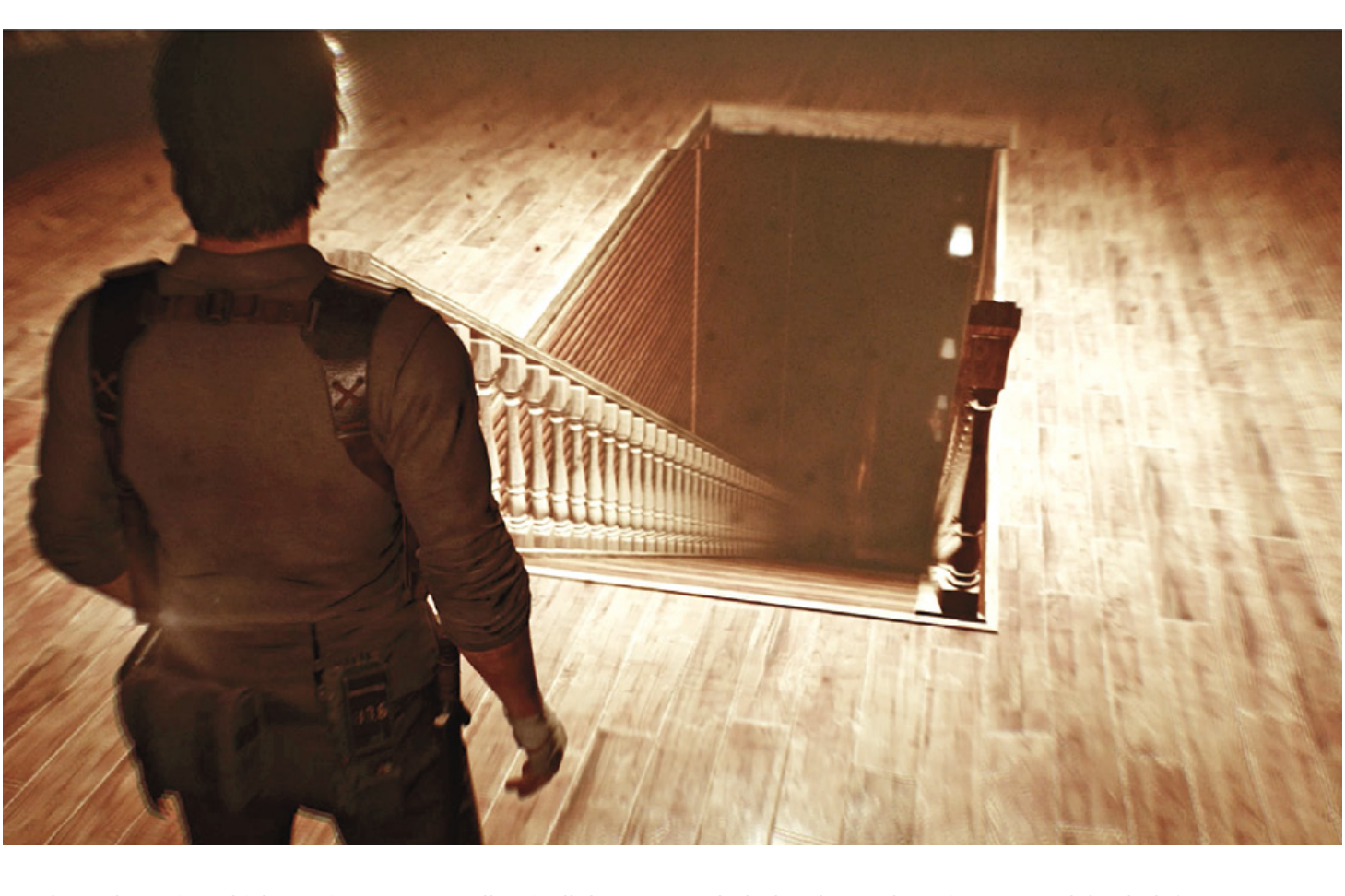
OVERVIEW



Theodore's Domain: Third Area

Now a new Resonance signal for Lily's voice leads ahead through great churning oil pumps to Lily's grave ⑪, an area patrolled by several Spawn. If you need extra juice to kill them, you can find a Shock Bolt ⑫ off to the left that can immobilize a Spawn for several seconds while you get in close for multiple headshots on the beast. Or you can just follow the signal directly ahead to find the staircase ⑬ leading down, with a couple of Lily's toy blocks at the top.

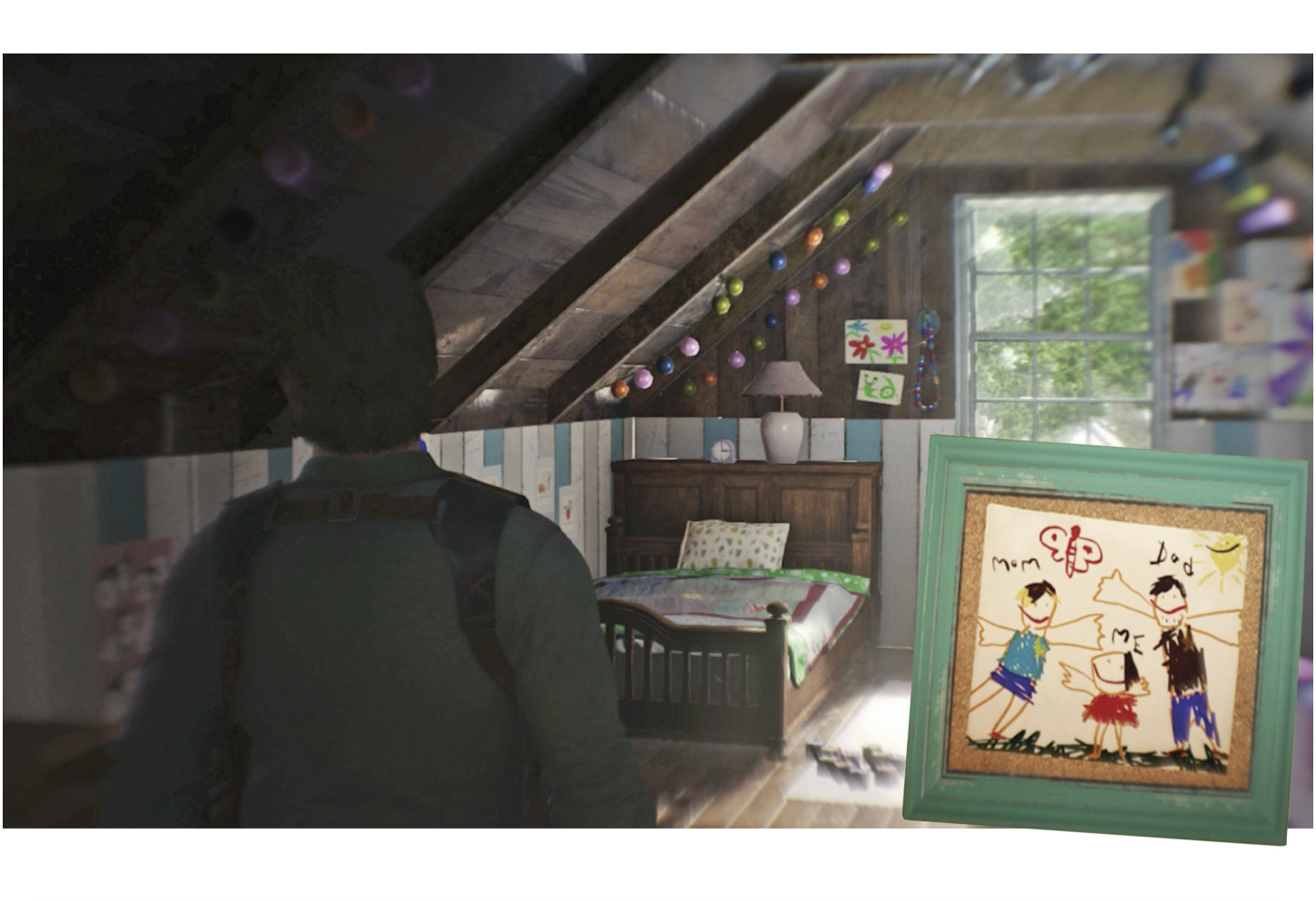




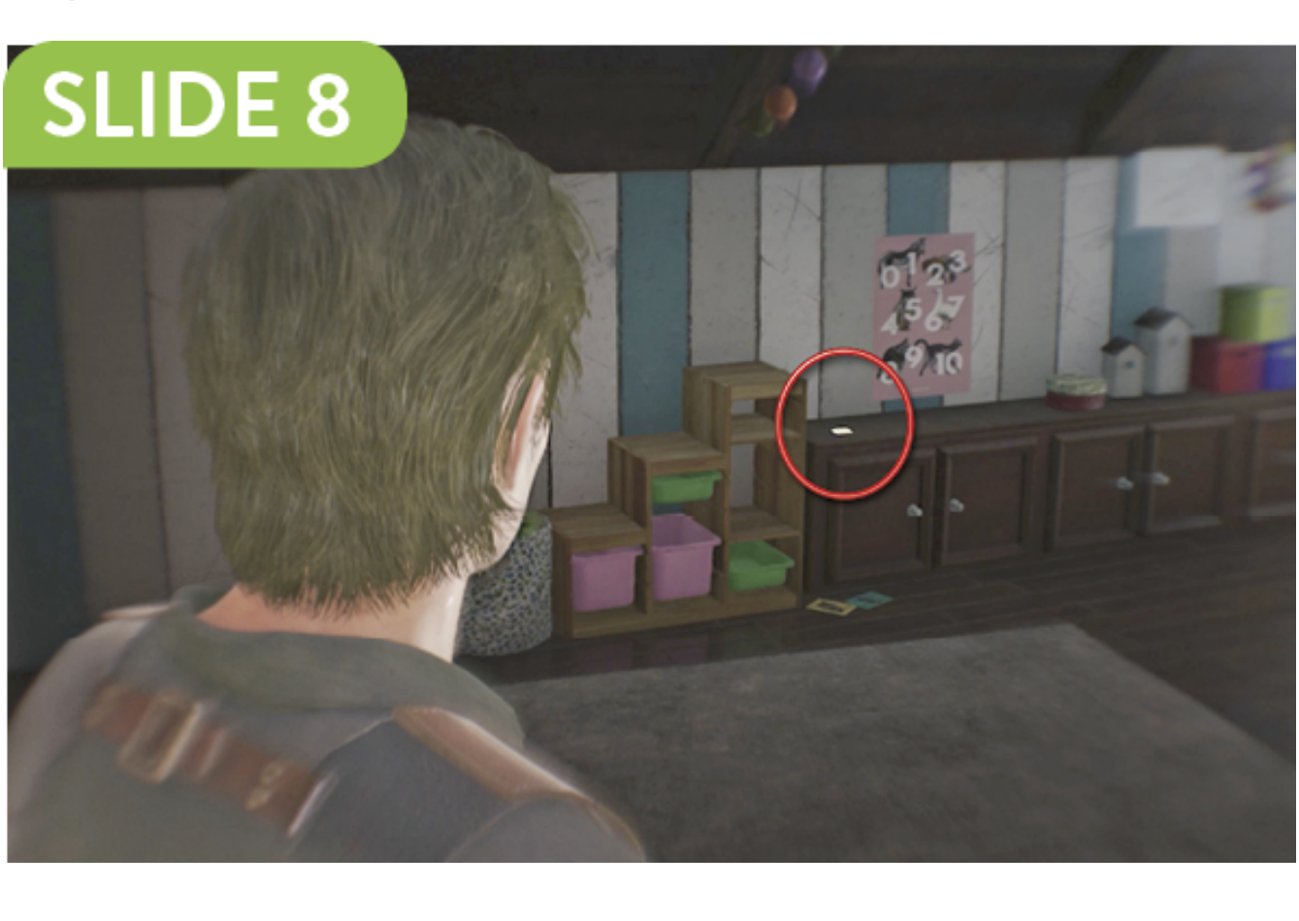
Go down the stairs, which turn into a ramp. Follow it all the way to a dark chamber and continue toward the dark figure as suddenly Lily appears and dozens of candles illuminate. Approach her to trigger a long cinematic sequence starring Lily and Theodore, then Esmeralda Torres and a swarm of Lost attackers.

SEARCH THE HOUSE

Sebastian wakes up in his old bedroom, and you regain control with a new objective. Exit the bedroom and go into Lily's room just down the hall. Grab the slide sitting on her cabinet then exit back into the hall.



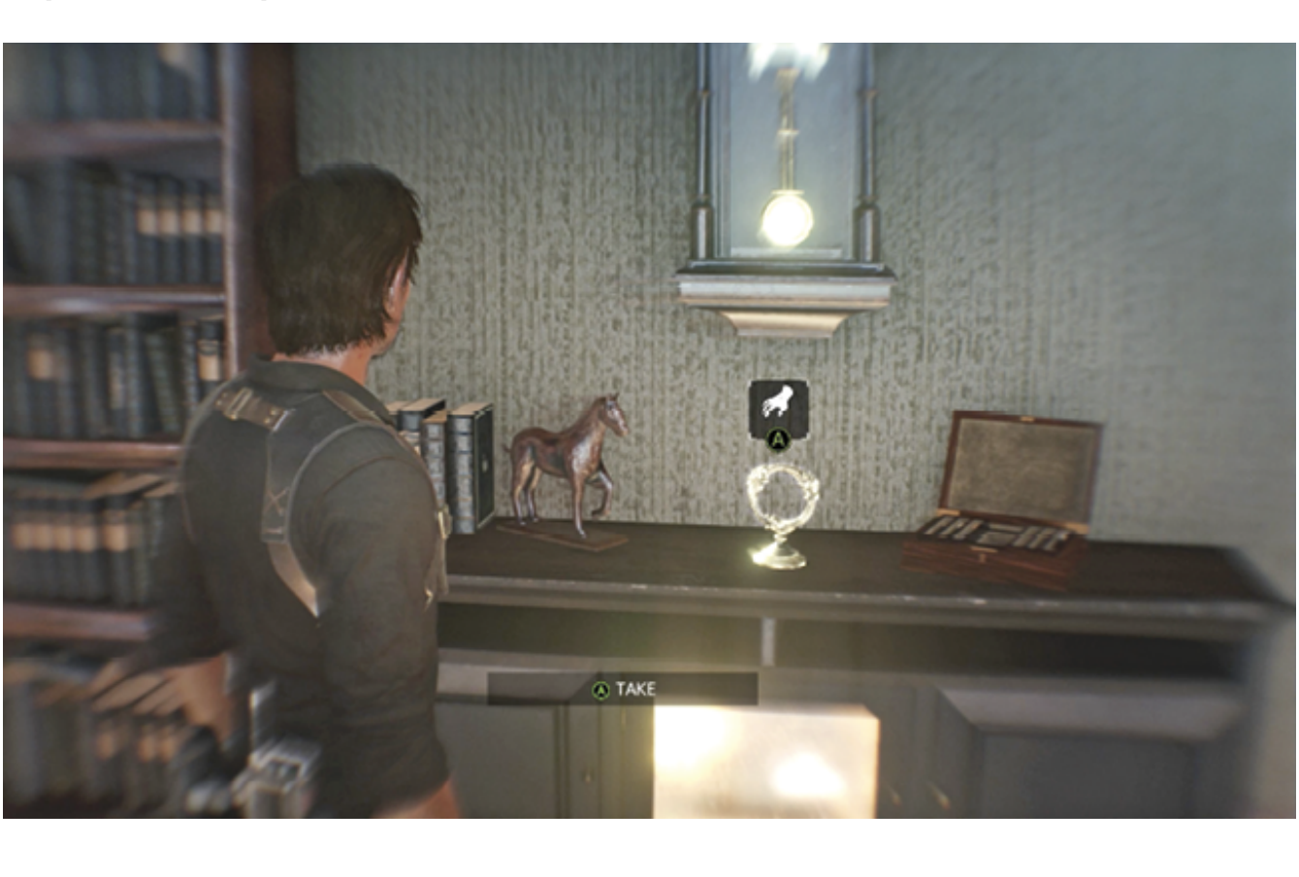
"Lily at Home"



This slide sits on the cabinet in Lily's room.

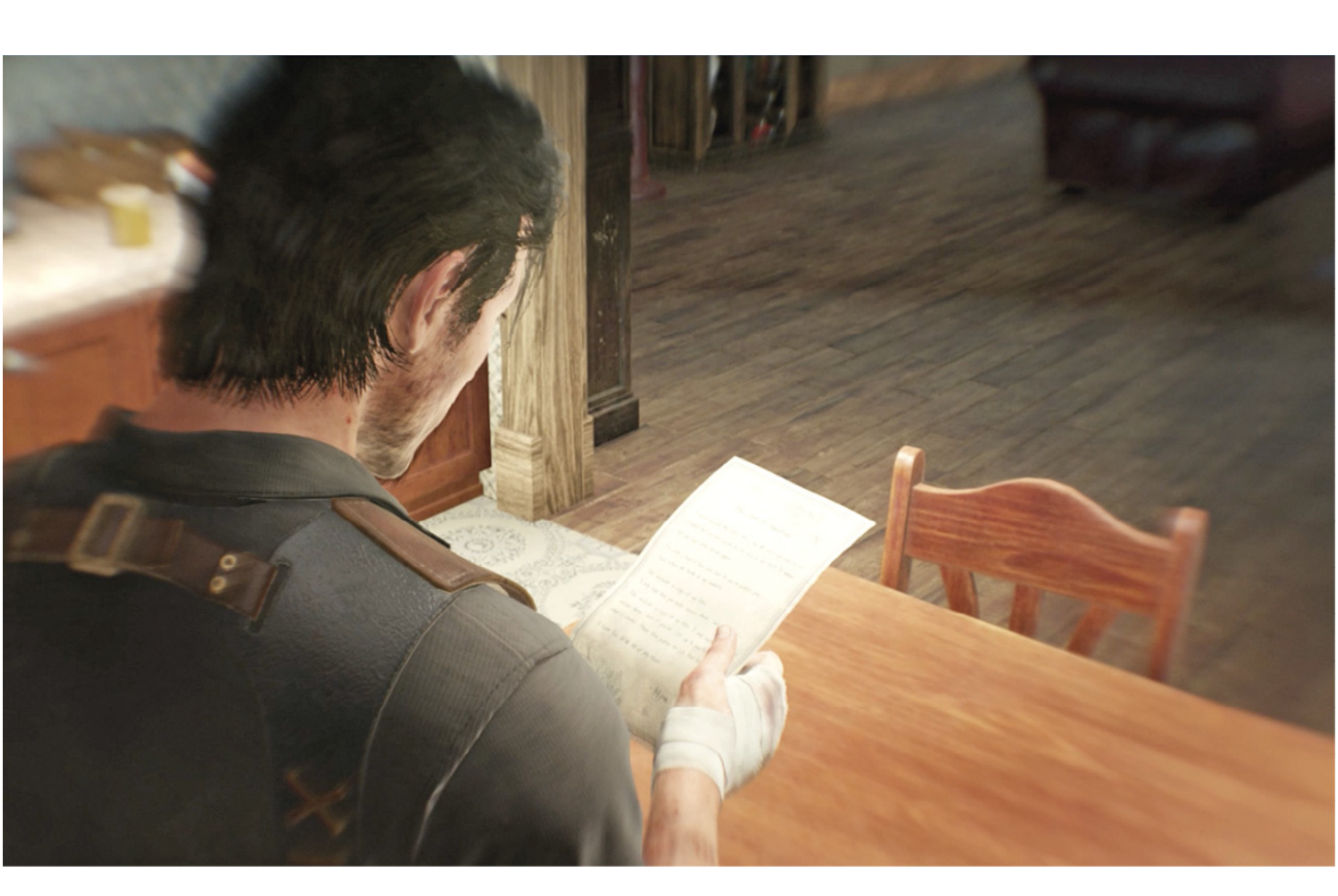
Head toward the stairs; you can investigate Lily's framed drawing above the desk. Then enter the office just across the hall to find another mysterious object. Examine Sebastian's work desk to hear his thoughts on time spent. Exit the office and head downstairs.

Mysterious Symbol

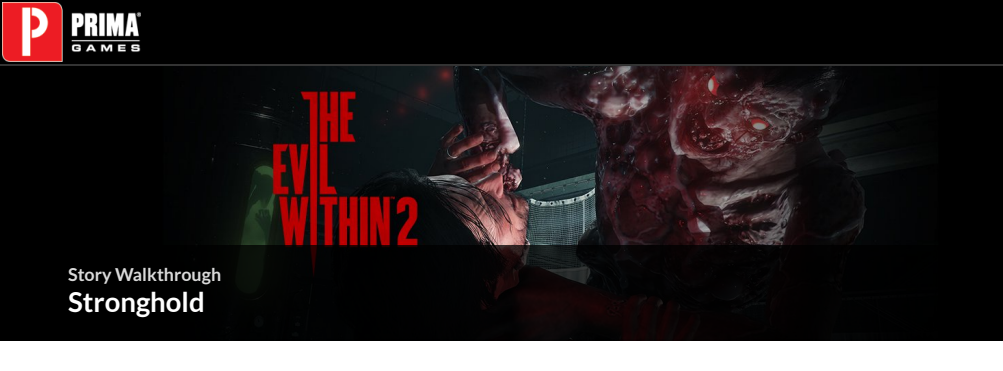


Find this object sitting on the credenza in the office in Sebastian's house.

On the main floor, keep an eye out for fleeting glimpses of an earlier life, including photos and awards belonging to Myra that sit on a shelf in the living room. Go into the kitchen to investigate and take the letter on the table. Then watch as Sebastian and Myra clear the air and make amends… in this strange iteration of reality, anyway. And now Sebastian finds a new source of resolve.



When you hear Hoffman knock on the front door, go open it to bring Sebastian back to STEM… and to the sad result of the loyalty he gained from Esmeralda Torres. Hoffman tells him that Father Theodore is now out in the open; his stronghold has appeared in the middle of Union. Unfortunately, it is surrounded by a massive wall of fire. But a device stashed in Liam O'Neal's equipment room may provide a way in. Sebastian and Hoffman make plans to meet up at the Sanctuary Hotel.

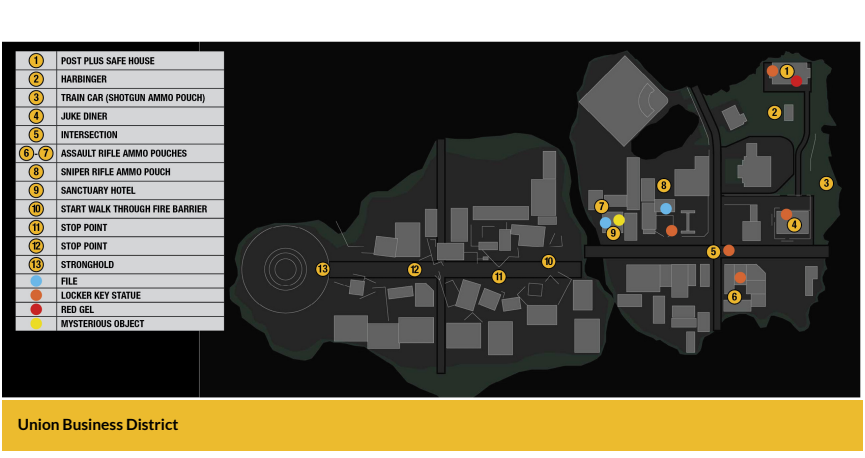


Story Walkthrough

Stronghold

The Sanctuary Hotel is right on the edge of the maelstrom of fire surrounding Theodore's stronghold. So, it's a good place for Sebastian to meet up with Yukiko Hoffman and the device she claims can help pierce the firestorm.

OVERVIEW



Union Business District

OBJECTIVES

- Make your way through the remains of Union to reach the Hotel in the Business District
- Speak to Yukiko to begin the trip to Theodore's stronghold
- Defend Yukiko as you push toward Theodore's stronghold Collectibles
- 1 File

MAKE YOUR WAY THROUGH THE REMAINS OF UNION TO REACH THE HOTEL IN THE BUSINESS DISTRICT

Travel To The Business District

Before you set off for the Business District, be sure to pick up Esmeralda's awesome Assault Rifle. This weapon inflicts damage fast, but it also expends its ammo at a very rapid clip. We also suggest you fill up your full stock of Sniper Rifle Cartridges; several imposing foes loom ahead in this chapter, and one is best engaged from a distance. Then head through the Exit D5 door and travel back to the Post Plus Safe House ①.

BUSINESS DISTRICT: POST PLUS
EXIT D5

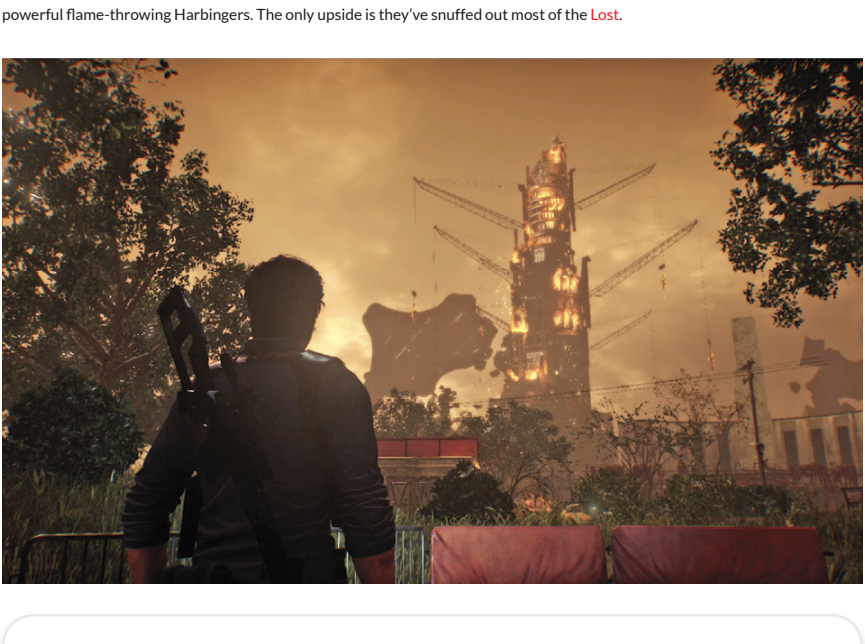
SIDE MISSION: "THE LAST STEP"

After you go through the Exit D5 door and step into the port computer room, Sebastian automatically gets a call from Julian Sykes, asking for help. This adds the third and final side mission associated with Julian Sykes, "The Last Step," to your Missions list.

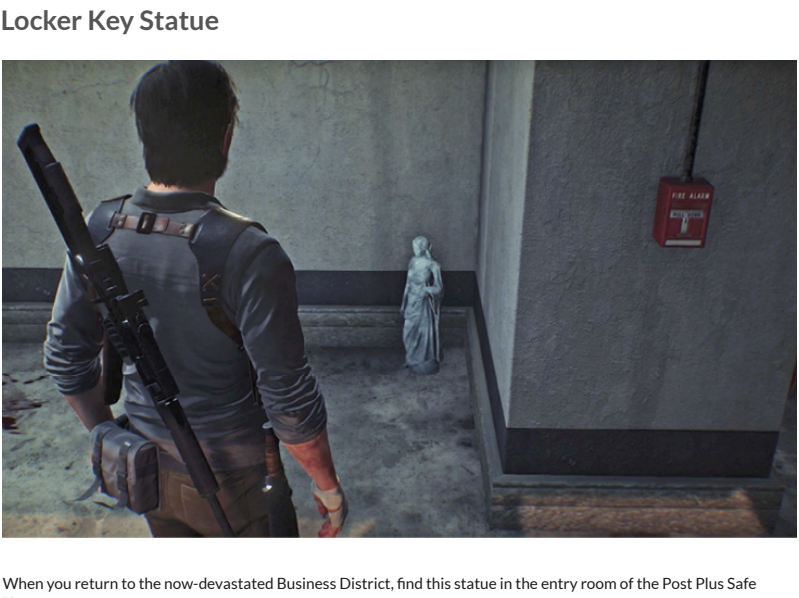
This is available only if you completed the two earlier side missions for Sykes, "Out in the Open" and "Getting Back Online." (We covered these back in Chapter 7.) Your next move is to visit Sykes in his Safe House when you get back to the Business District. Check out our walkthrough of the mission at the end of this chapter.

Defeat (Or Evade) The Harbinger

Be sure to scour the Safe House for new pickup items, including a jar of Red Gel in the Mirror Room and a Locker Key statue in the outer vestibule near the corpse that still lies there. Then exit to take a look at how the district has been transformed. Theodore's stronghold is a towering edifice of fire, and his minions control the town now: Disciples, Gluttons, and a crew of powerful flame-throwing Harbingers. The only upside is they've snuffed out most of the Lost.



Locker Key Statue



When you return to the now-devastated Business District, find this statue in the entry room of the Post Plus Safe House.

One Harbinger is just across the street, cleansing the Lost from the grass around the Post Plus storage hut ②. Let him finish up his work burning monsters before you intervene. You may recall from battling O'Neal that Harbingers can absorb a lot of punishment while dealing deadly flame attacks and/or bludgeoning foes. So, you may want to just sneak past him through the foliage on the left side of the brick building. But where's the fun in that? Also: Harbingers spill a lot of Green Gel when they expire, so it's worth the kill. And you can pick up something else he drops that can be very valuable to you later.

Two good options:

- Set up with your Sniper Rifle in the Post Plus parking lot and nail him from afar. Depending on how much you've upgraded your rifle, it can take three to five good headshots to finally bring him down. Like we said, he's tough. (Note: If you don't have the Sniper Rifle yet, you can find one on the roof of nearby John's Coffee.)

- Or if you want to minimize ammo use—Sniper Rifle Cartridges are expensive—start by slipping in behind the Harbinger to execute a Sneak Kill. This won't take him down, and in fact, he'll respond by knocking Sebastian backward. But it does inflict a lot of damage on the Harbinger, enough so that after you sprint away and hide, you can likely drop him with just two Sniper Rifle headshots.

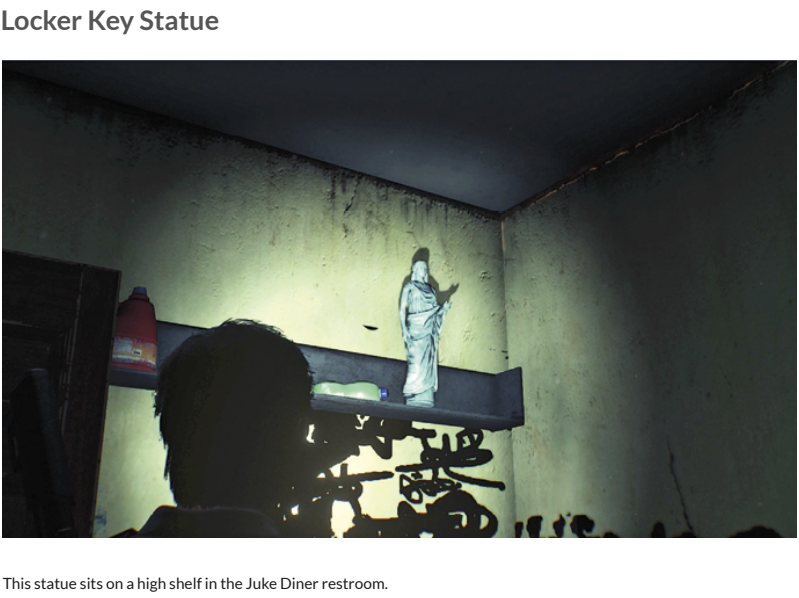
If you take down the Harbinger, be sure to scoop up both his Green Gel and his valuable Flamethrower Fuel Tank. You need two of these tanks before you can combine them with O'Neal's Broken Flamethrower (assuming you picked that up earlier, as in this walkthrough) to make a working unit.

Traverse The East Side Of The District

Head along the east side of the ravine behind the brick storage hut to see Disciples around a burning pile of bodies near the two derailed train cars ③. Try out Torres's Assault Rifle on these fiery creatures. Then find the Shotgun Ammo Pouch on a seat inside the first train car.

Now head southwest across the rear parking lot of the Juke Diner ④ and enter the back door. Inside, a Harbinger is torching the place, so crouch and sneak around the first corner to the left then enter the bathroom to find another Locker Key statue. Unfortunately, it's up high enough that you can't reach it with a melee strike, so you'll have to shoot the statue to get the key to drop. This alerts the Harbinger, so grab the key fast and hustle back out the back door.

Locker Key Statue

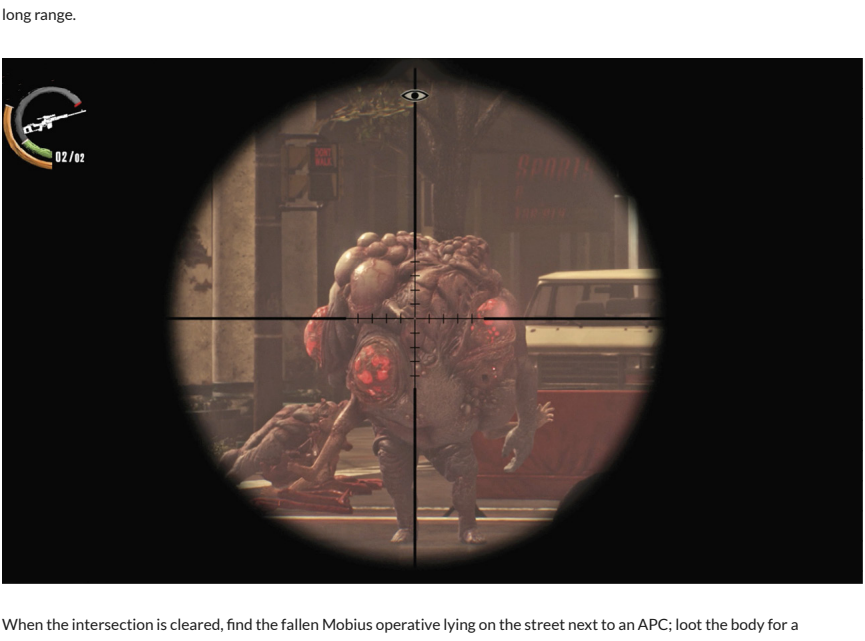


This statue sits on a high shelf in the Juke Diner restroom.

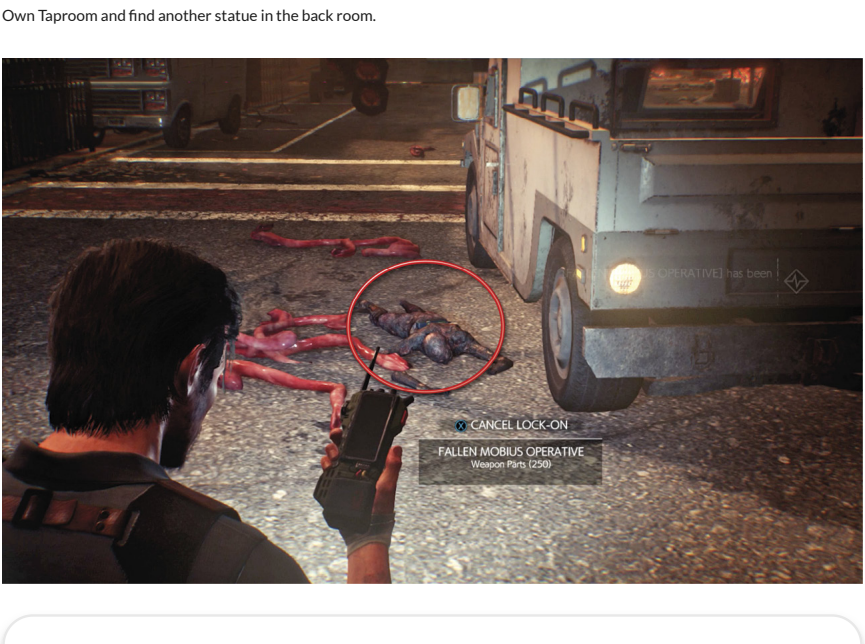
If you want, you can stalk the Harbinger around Juke Diner and try to take him down so you can acquire the second fuel tank you need to create a working Flamethrower. (You can open your Arsenal Menu and Field Craft it on the spot!) Again, each Harbinger also spills a considerable amount of Green Gel, so don't forget to scoop that up. You can also find a crispy Mobius operative behind the diner's service counter with a good stash of Gunpowder.

Work Your Way West Down Main Street

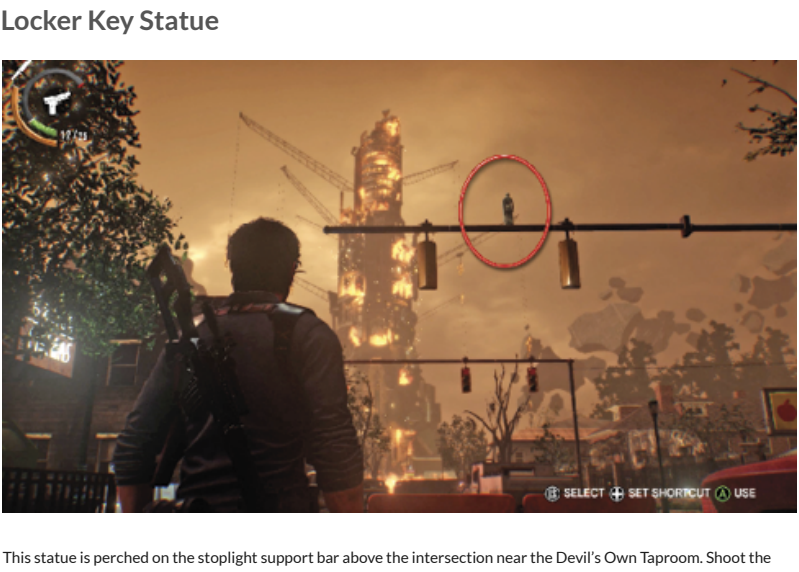
From the street in front of Juke Diner, turn west toward Theodore's massive stronghold in the distance. Note that the main street from Devil's Own Taproom past the intersection ⑤ is patrolled by a formidable squad of Disciples and Gluttons. Pick off as many as you can from a distance with Sniper Rifle headshots. Nail the Gluttons first; you always want to engage Gluttons from long range.



When the intersection is cleared, find the fallen Mobius operative lying on the street next to an APC; loot the body for a whopping 250 Weapon Parts! Then spot the Locker Key statue sitting above the intersection. Finally, head inside the Devil's Own Taproom and find another statue in the back room.

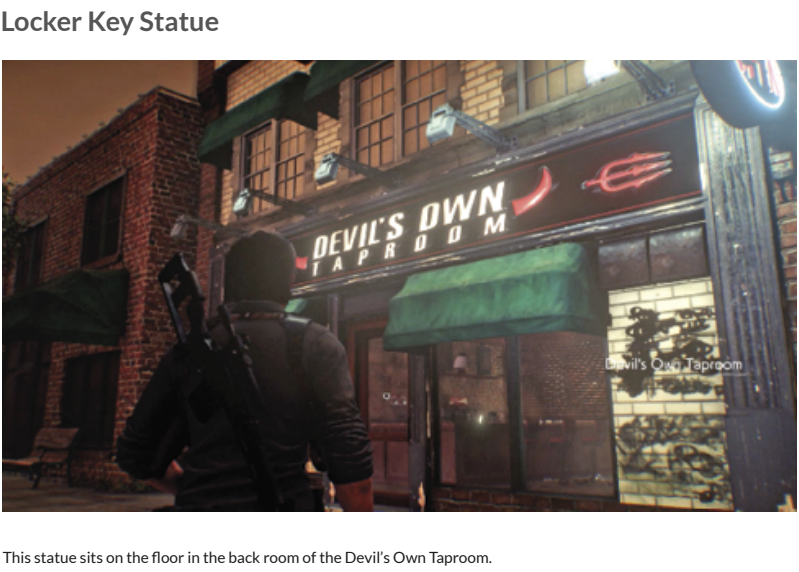


Locker Key Statue

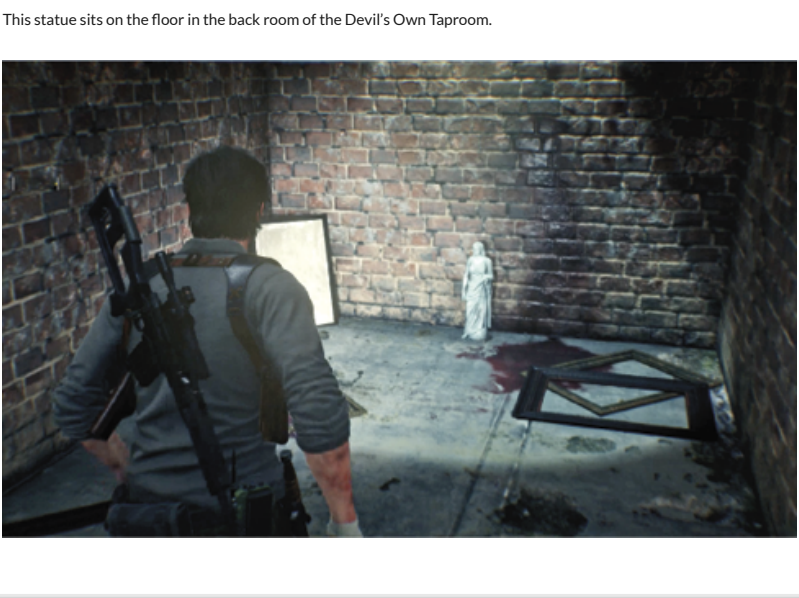


This statue is perched on the stoplight support bar above the intersection near the Devil's Own Taproom. Shoot the statue; the key drops to the street.

Locker Key Statue

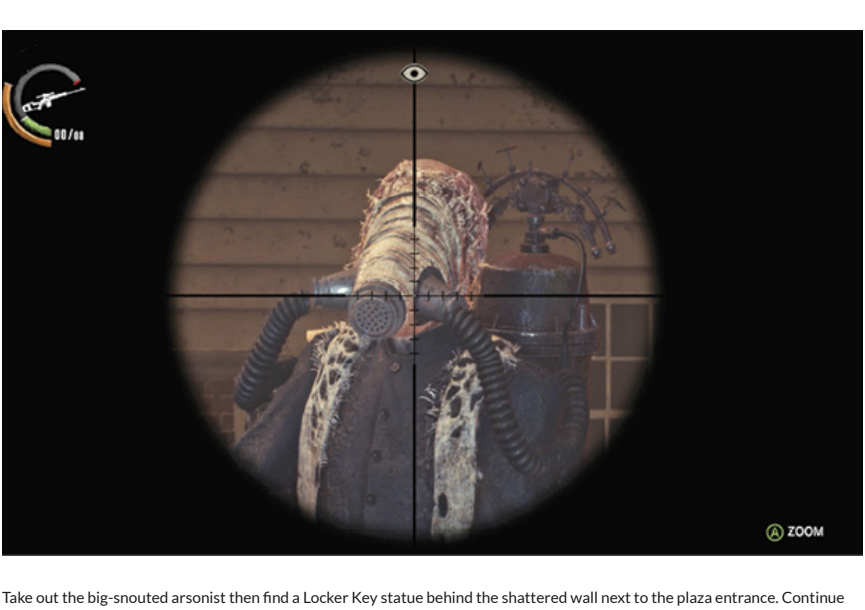


This statue sits on the floor in the back room of the Devil's Own Taproom.



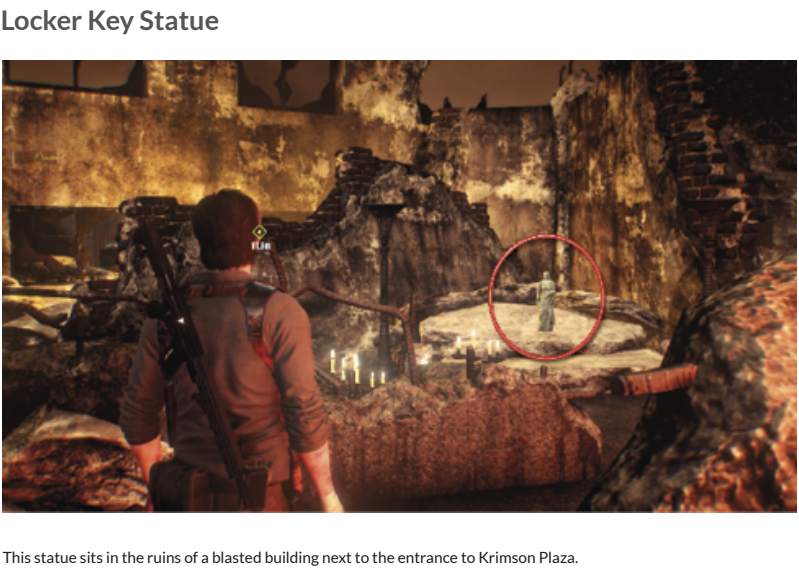
Now let's find three ammo pouches stashed nearby. First, exit the Taproom and go left down the next street until you reach an alley on your left. Move past the pile of burning bodies to find a fallen Mobius operative with an Assault Rifle Ammo Pouch ⑥.

Next, step back into the street, head back north to the intersection ⑤, and then veer leftward toward the entrance gate to Krimson Plaza ⑦. Watch out for another Harbinger roaming the area, looking for stuff to burn.



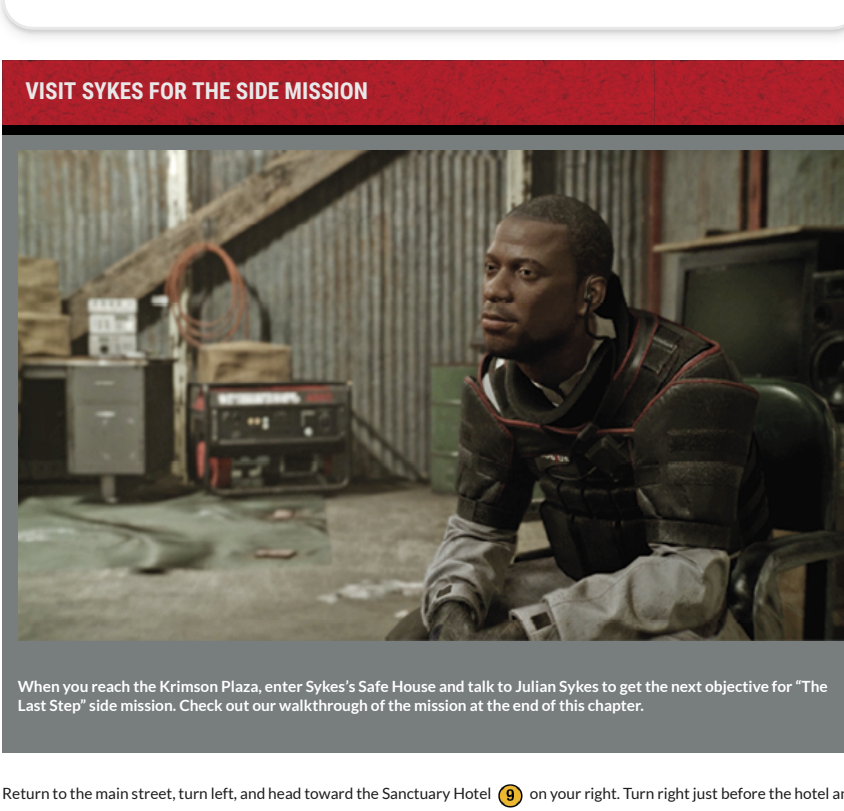
Take out the big-snouted arsonist then find a Locker Key statue behind the shattered wall next to the plaza entrance. Continue through the plaza to the parking lot north of Sykes's Safe House to find a Sniper Rifle Ammo Pouch ⑧ guarded by three Disciples and a Glutton. Is it worth it? Sure, it is.

Locker Key Statue



This statue sits in the ruins of a blasted building next to the entrance to Krimson Plaza.

VISIT SYKES FOR THE SIDE MISSION



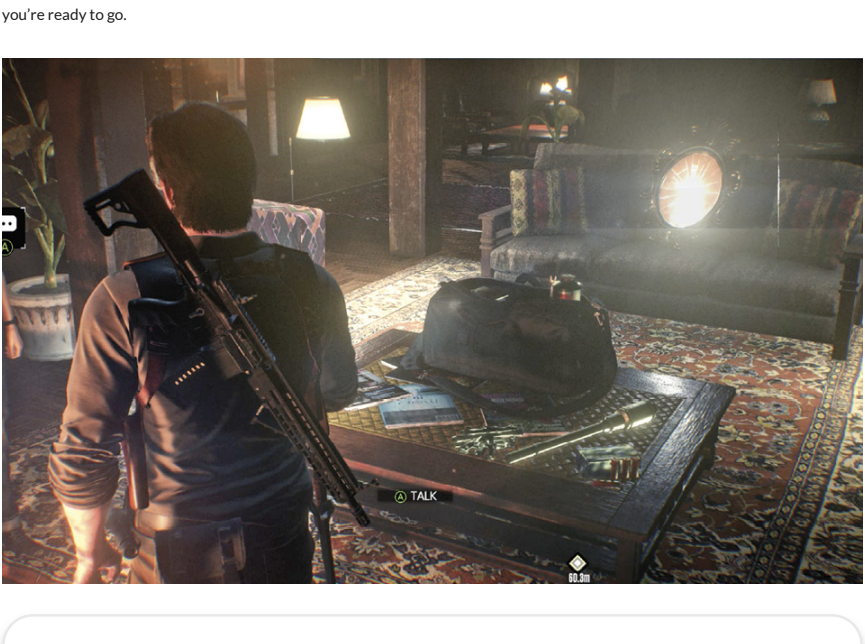
When you reach the Krimson Plaza, enter Sykes's Safe House and talk to Julian Sykes to get the next objective for "The Last Step" side mission. Check out our walkthrough of the mission at the end of this chapter.

Return to the main street, turn left, and head toward the Sanctuary Hotel ⑨ on your right. Turn right just before the hotel and head down the alley to find another Assault Rifle Ammo Pouch around the corner behind the hotel. Then enter the hotel lobby where Sebastian automatically calls Yukiko Hoffman. Watch the cutscene as Hoffman gives Sebastian a rundown on O'Neal's odd-looking device.

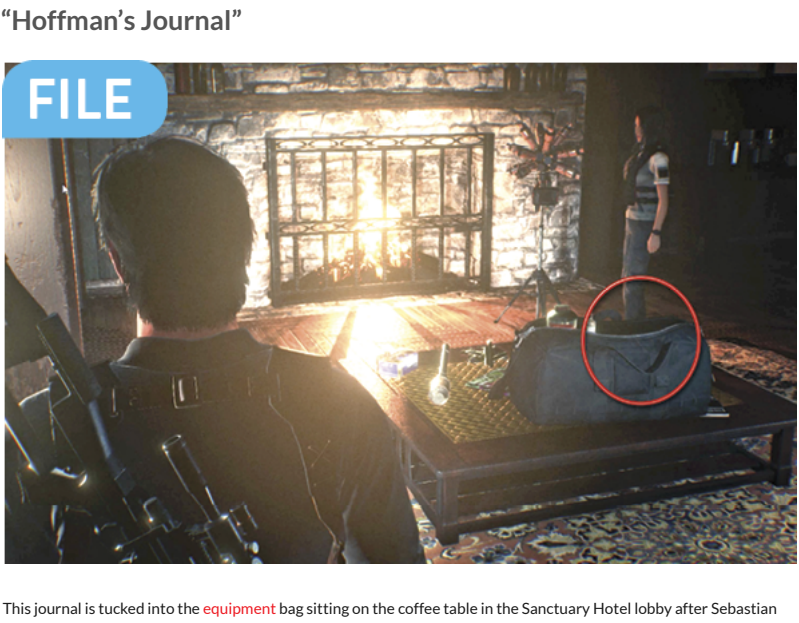
Hotel
VACANCY

SPEAK TO HOFFMAN TO BEGIN THE TRIP TO THEODORE'S STRONGHOLD

Before you talk to Hoffman again to trigger the next phase of the mission, grab all the goodies piled on the coffee table, including a journal stashed in the equipment duffel. Find the Mysterious Mug on the counter behind the reception desk, too. Then use the Mirror to travel to Sebastian's Room for crafting and upgrades. Save your game and return, then talk to Hoffman and tell her you're ready to go.

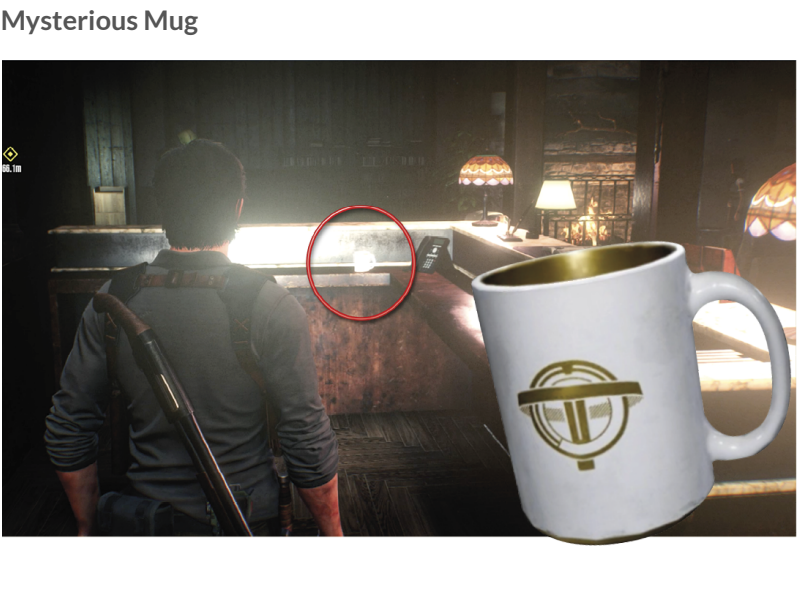


"Hoffman's Journal"



This journal is tucked into the equipment bag sitting on the coffee table in the Sanctuary Hotel lobby after Sebastian and Hoffman meet up there.

Mysterious Mug



Look behind the reception desk at the Sanctuary Hotel to find the Mysterious Mug sitting on the counter.

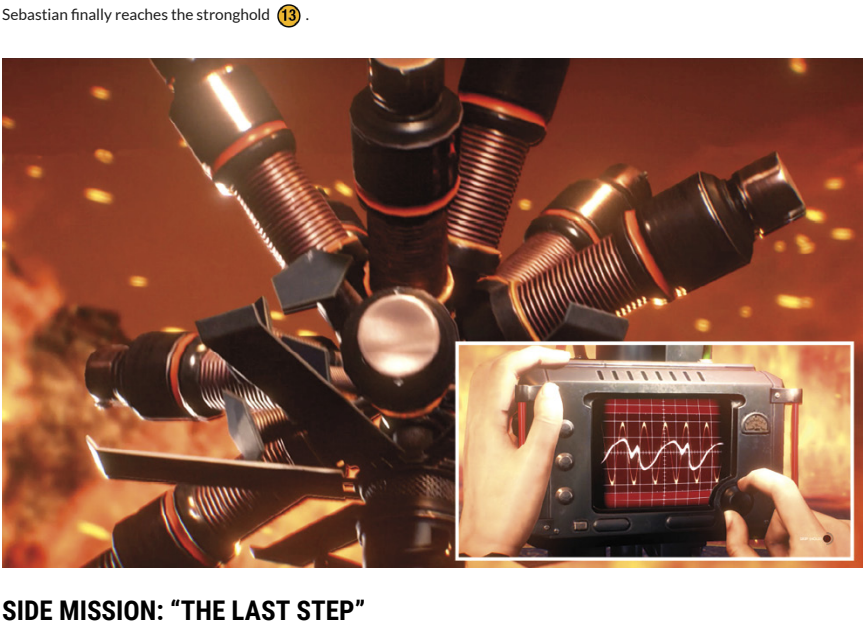
UPGRADE REMINDER

We hope you've been relentless about gathering Weapon Parts and Green Gel, and then spending them on weapon and ability upgrades. Higher level guns and skills can make your progress through STEM much easier.

DEFEND HOFFMAN AS YOU PUSH TOWARD THEODORE'S STRONGHOLD

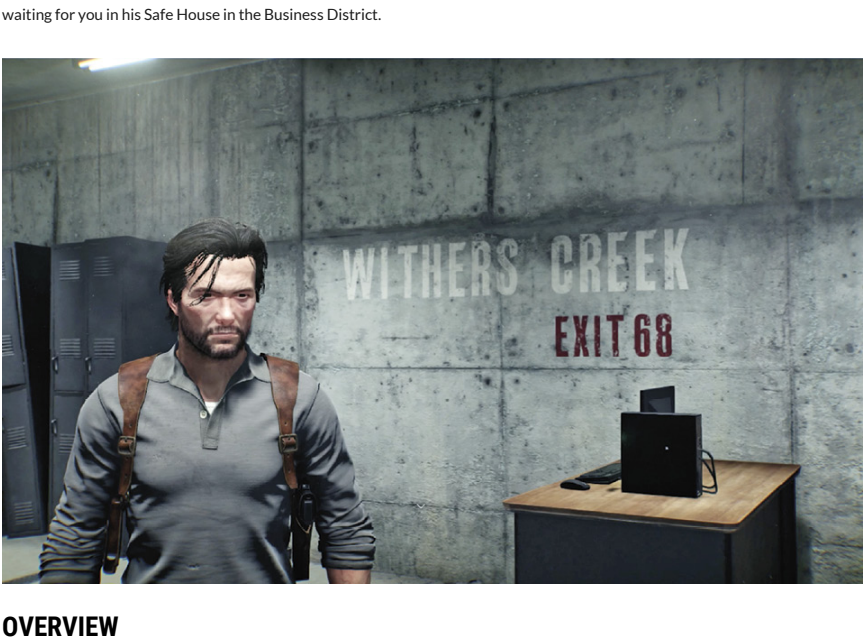
Hoffman activates the device and starts walking through the fire barrier. When control returns ⑩, walk with her and shoot any evil creature that tries to make a run through the fire. Stay inside the dome of protection! Watch out for attackers from both front and rear. At one point ⑪ the Stabilizer malfunctions a bit, so Hoffman has to make some adjustments. Keep defending her as she fixes the device and starts moving again.

It's slow going, so stay sharp and try to pick off the Disciples before they burst into your protected dome. Listen for their roars as an early warning of approach. Soon the device needs adjusting once more, so Hoffman has to stop again ⑫. After you fend off a few more waves of attackers, a cutscene is triggered: Watch the dramatic conclusion to the long walk through the firestorm as Sebastian finally reaches the stronghold ⑬.

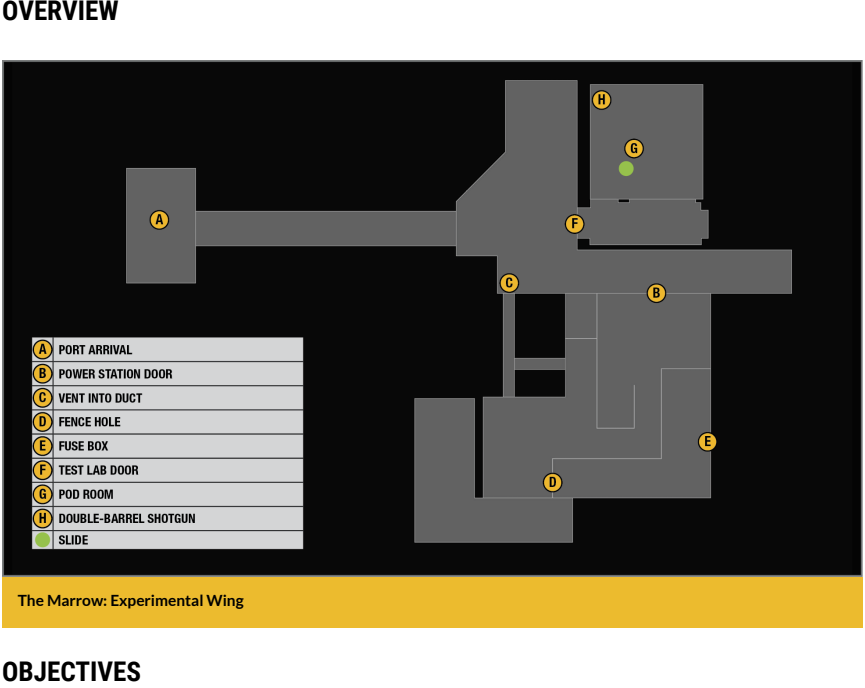


SIDE MISSION: "THE LAST STEP"

This mission is available only after you complete both of the previous side missions for Julian Sykes, "Out in the Open" and "Getting Back Online." (We covered both of these when they first become available, back in Chapter 7.) If you did so, Sykes is waiting for you in his Safe House in the Business District.



OVERVIEW



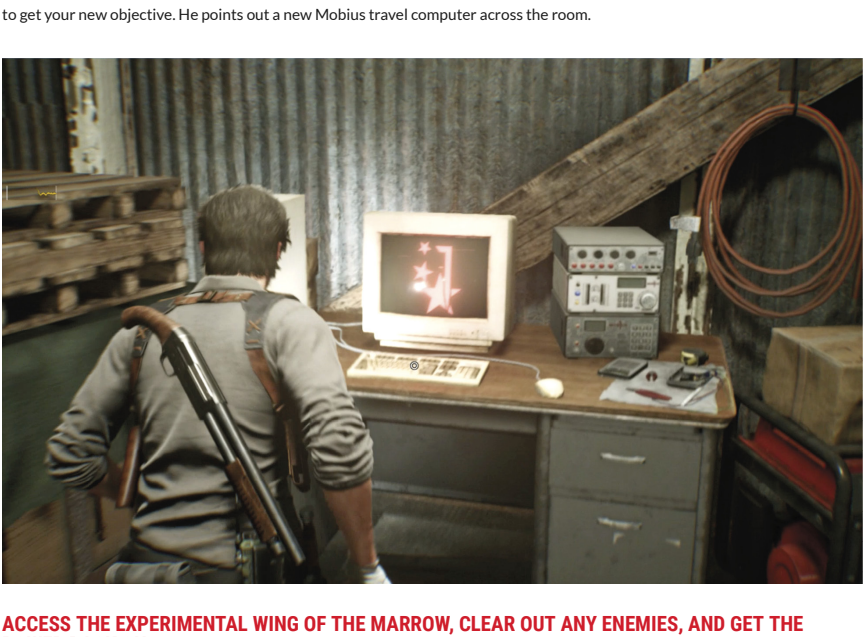
The Marrow: Experimental Wing

OBJECTIVES

- Head over to Sykes's Safe House
- Access the Experimental Wing of The Marrow, clear out any enemies, and get the power back on
- Make sure there are no enemies and call Sykes from the pod room
- Collectibles
- 1 File
- 2 Slides

HEAD OVER TO SYKES'S SAFE HOUSE

Travel back to the Business District and enter Sykes' Safe House off of the Krimson Plaza. Talk to Sykes and ask him all questions to get your new objective. He points out a new Mobius travel computer across the room.

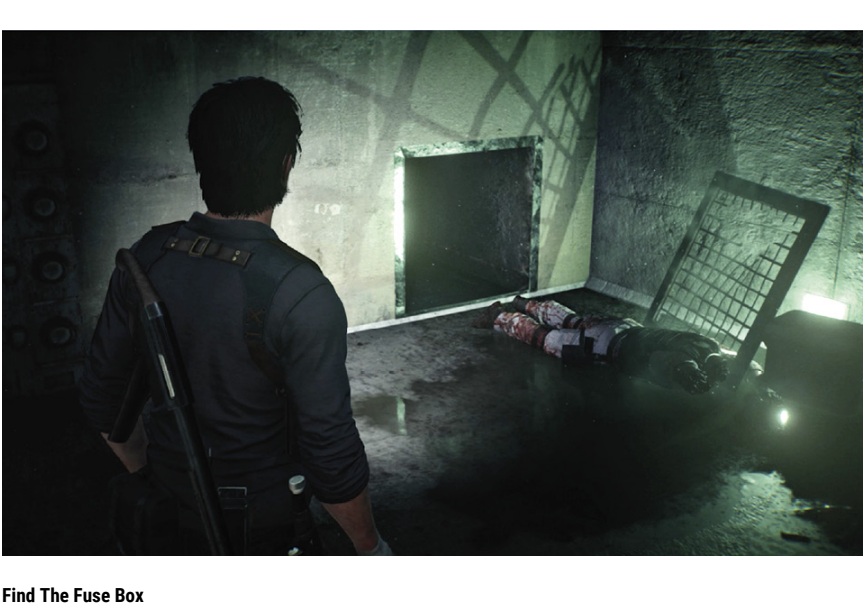


ACCESS THE EXPERIMENTAL WING OF THE MARROW, CLEAR OUT ANY ENEMIES, AND GET THE POWER BACK ON

Use the new computer to travel to The Marrow's Experimental Wing. Loot the arrival room Ⓐ and exit via the only door. Proceed down the corridor and through a second set of doors to see the Test Lab entry directly ahead; it's locked because the power is out.

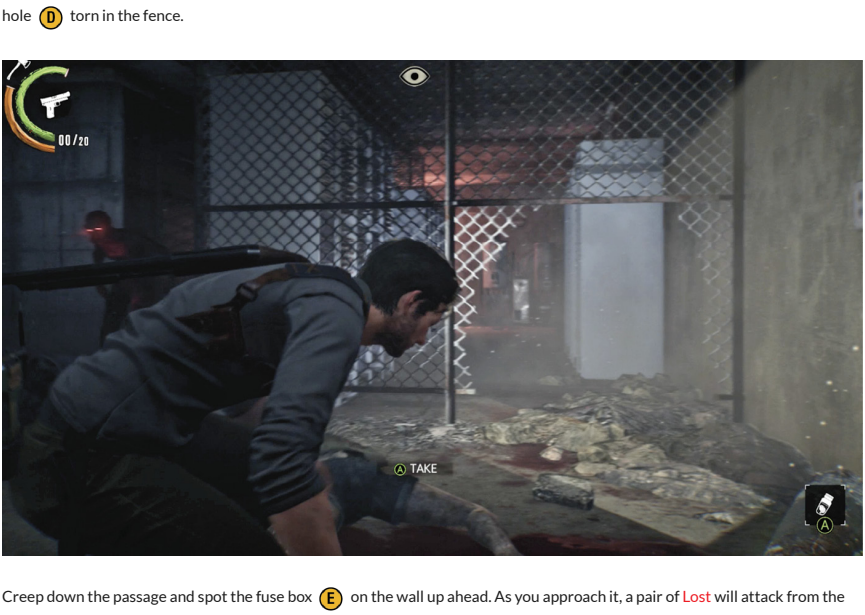
POWER STATION

Just around the corner you find the doors marked "Power Station" Ⓑ; they're locked too, so you'll have to find a different way in. Find the vent opening Ⓒ with its grate cover torn off. Crouch and go through the duct to reach the Power Station.

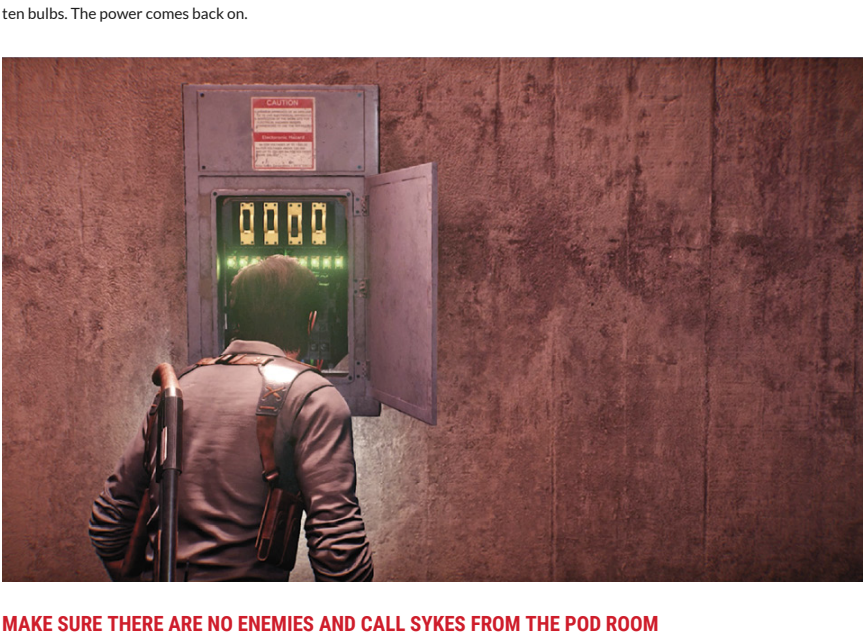


Find The Fuse Box

Creep across the room and Sneak Kill the Lost hammering at the door with its back to you. Then turn left and crouch through the hole Ⓓ torn in the fence.

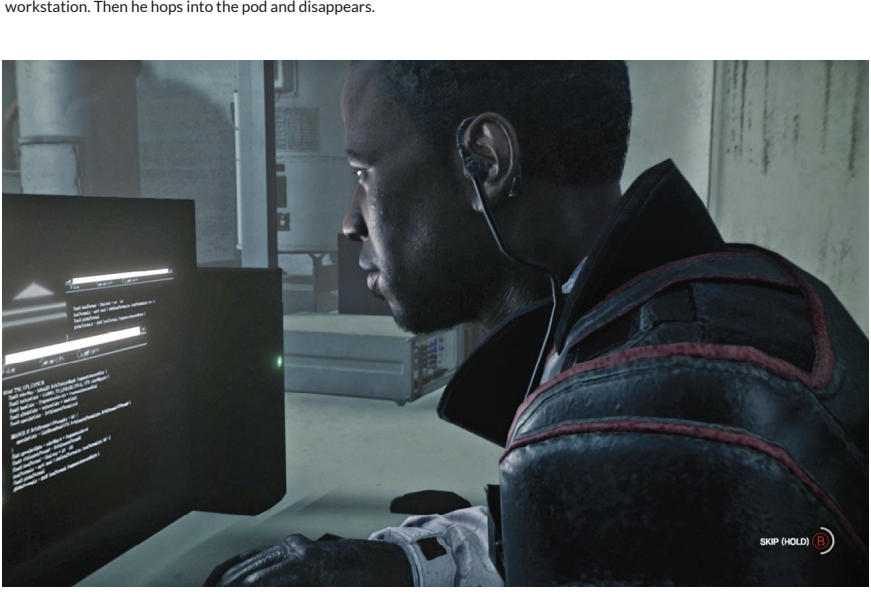


Creep down the passage and spot the fuse box Ⓔ on the wall up ahead. As you approach it, a pair of Lost will attack from the left. Take them out and then investigate the fuse box to open it. Flip switches (numbered left to right) 1, 2 and 4 to light up exactly ten bulbs. The power comes back on.



MAKE SURE THERE ARE NO ENEMIES AND CALL SYKES FROM THE POD ROOM

The power restart awakens a few more Lost in the wing, so spend a minute wiping them out for Sykes. If you stay near the fuse box, the first wave pushes through the same gate one at a time, making it easier to pick them off and avoid getting swarmed. When you approach the Power Station exit Ⓑ, two more Lost burst in. Dispatch them, head around the corner, and enter the Test Lab Ⓕ. Sebastian automatically calls Sykes. After a scene break, Sykes has arrived and prepares the pod at the Test Lab workstation. Then he hops into the pod and disappears.



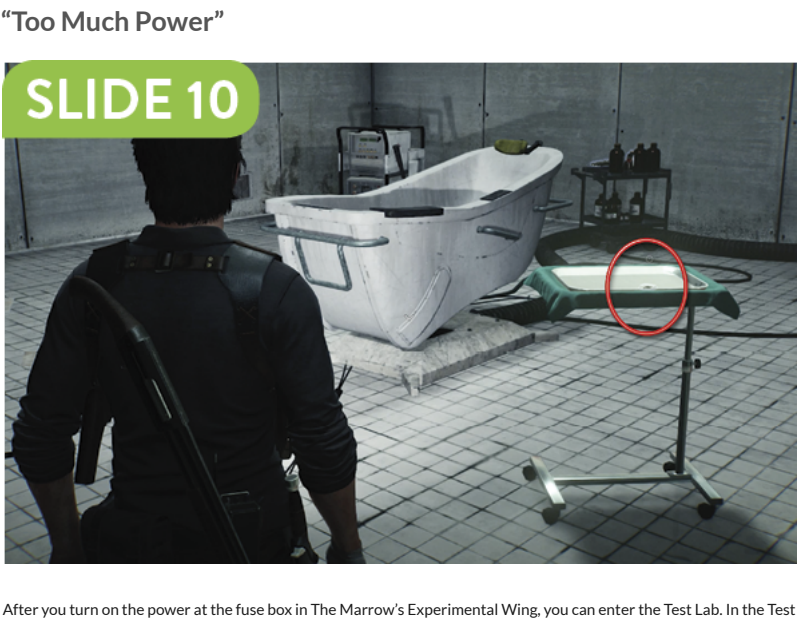
SYKES I'm not gonna need it where I'm going. See you on the other side, Sebastian!
SKIP (HOLD)

Technically, this completes the side mission. But before you go, enter the pod room Ⓖ to grab a slide on the tray table; open the Mobius weapon crate Ⓗ to find a gleaming Double-Barreled Shotgun; and operate the control monitor to hear a Mobius researcher report on the success ratio of the STEM Pod project.

WEAPON: DOUBLE-BARRELED SHOTGUN

This heavy-duty, close-range puncher fires two Shotgun Shells per shot instead of just one. That means twice the damage, but also twice the ammo expended. This gun is excellent in confined spaces against tough enemies, but note that it must be reloaded after every shot—shotgun clip capacity upgrades do not apply to this weapon.

"Too Much Power"

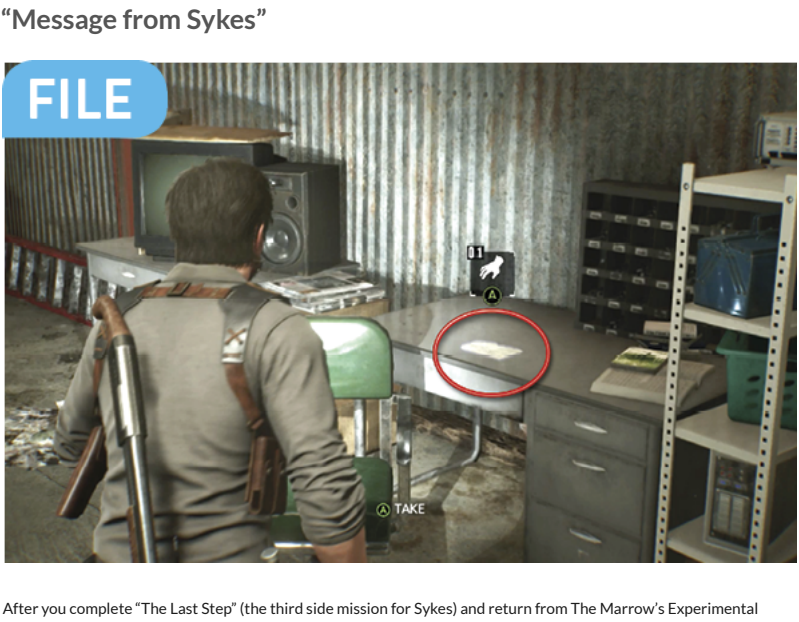


After you turn on the power at the fuse box in The Marrow's Experimental Wing, you can enter the Test Lab. In the Test Lab's pod room this slide sits on the tray table next to the escape pod.

Return To Sykes's Safe House

Now go back to the computer in the arrival port (under the sign "Withers Creek, Exit 68") and return to Sykes's Safe House. Don't miss the note he left on his desk for Sebastian. You may wonder why the sign refers to "Withers Creek," which is not the name of any area in the game. This is because Sykes rigged his computer up to trick the simulation into thinking it was a port computer for a normally-inaccessible area.

"Message from Sykes"

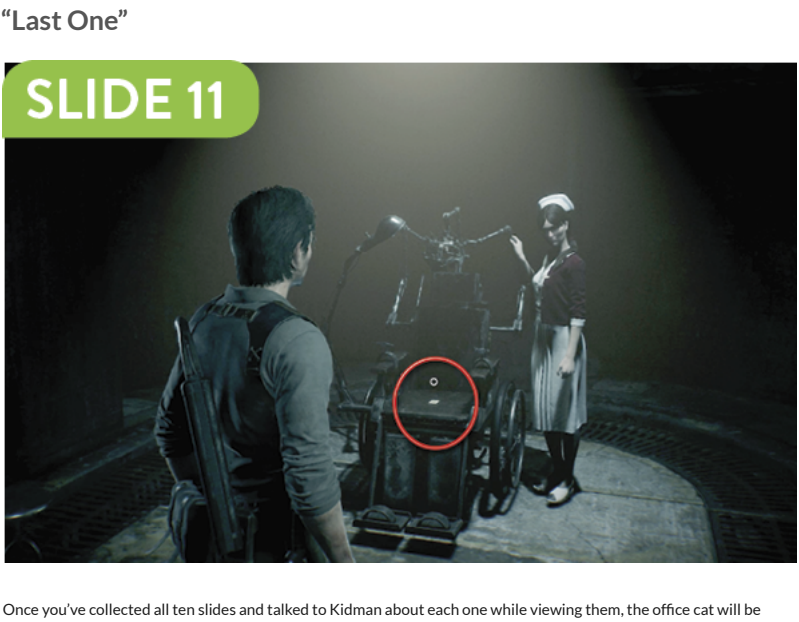


After you complete "The Last Step" (the third side mission for Sykes) and return from The Marrow's Experimental Wing to his Safe House, find this note sitting on his desk.

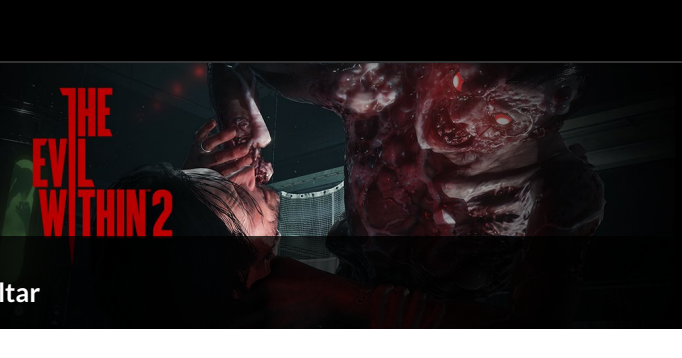
Find The Final Slide

Use the Mirror to travel to Sebastian's Room and view the slide from the Test Lab. If you're following this walkthrough, this is the tenth slide you've acquired. If you've viewed and talked to Kidman about all ten slides, now you can interact with the cat on the floor to find the final collectible slide.

"Last One"

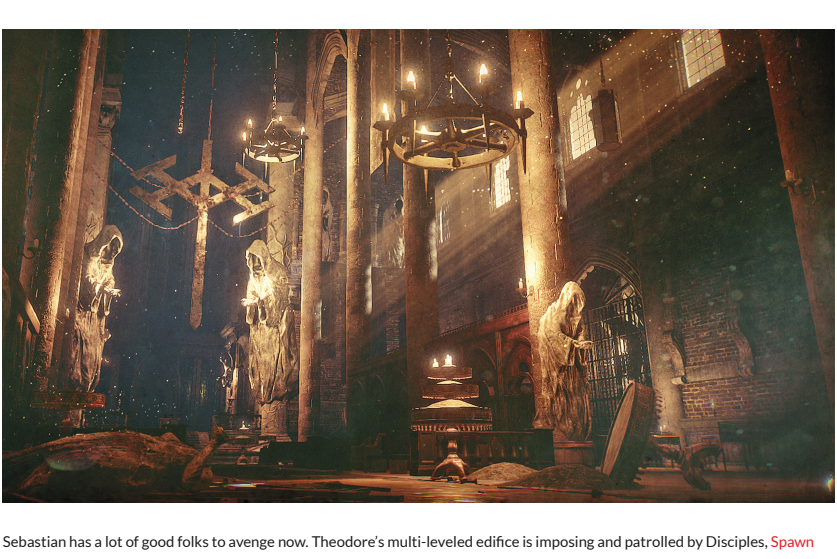


Once you've collected all ten slides and talked to Kidman about each one while viewing them, the office cat will be sitting on the floor. Interact with the cat and follow it to trigger an event that reveals Slide 11.



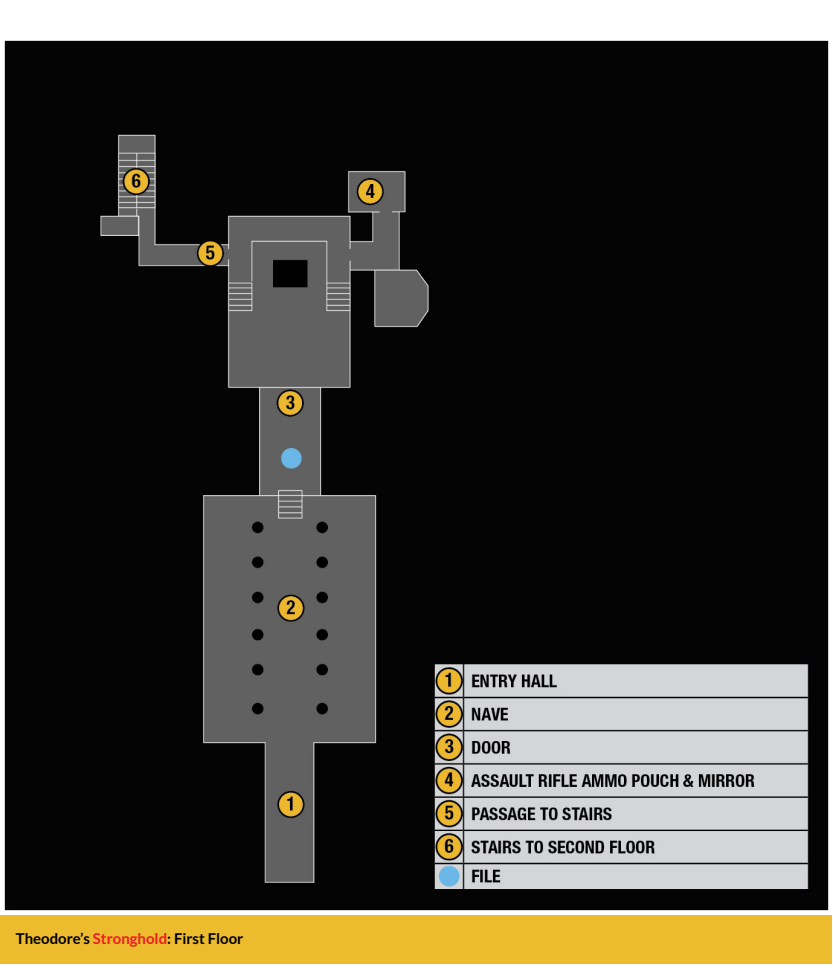
Story Walkthrough

Burning the Altar



Sebastian has a lot of good folks to avenge now. Theodore's multi-leveled edifice is imposing and patrolled by Disciples, Spawn and other savage monsters. Flame-jet doorways block many passages. And two special servants of the master await you on the way to his throne room.

OVERVIEW



Theodore's Stronghold: First Floor

OBJECTIVES

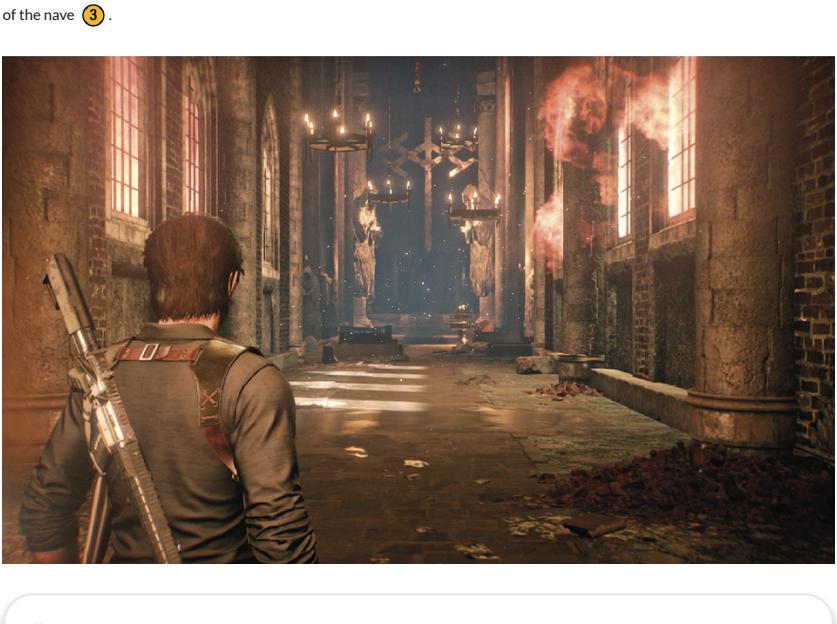
- Climb Theodore's stronghold to confront him

COLLECTIBLES

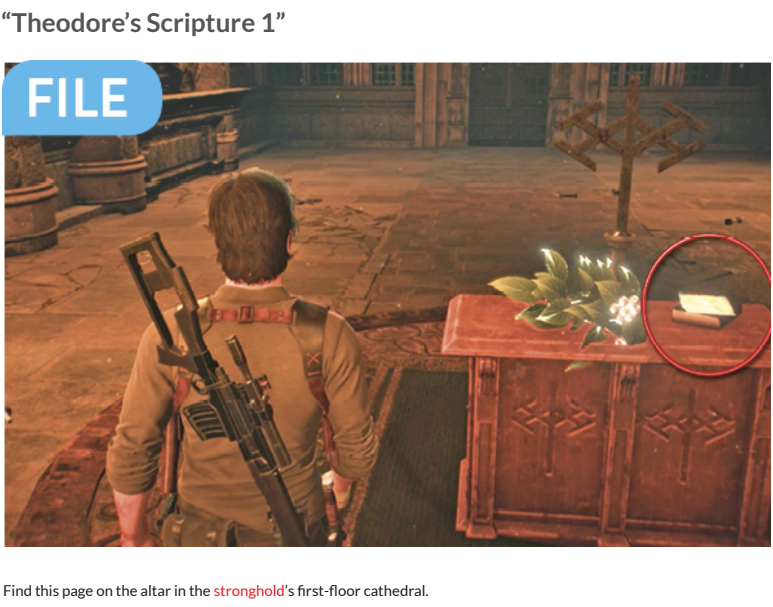
- 2 Files
- 1 Residual Memory

CLIMB THEODORE'S STRONGHOLD TO CONFRONT HIM FIRST FLOOR

This first level of the tower is a cavernous, cathedral-like space with a simple layout. Proceed down the long entry hall ① into the big open area ② for the congregation. You can explore this space to find a small handful of pickup items, and then climb the stairs in front. Approach the lone altar and grab the page of scripture sitting there. Then push through the big doors at the back of the nave ③.

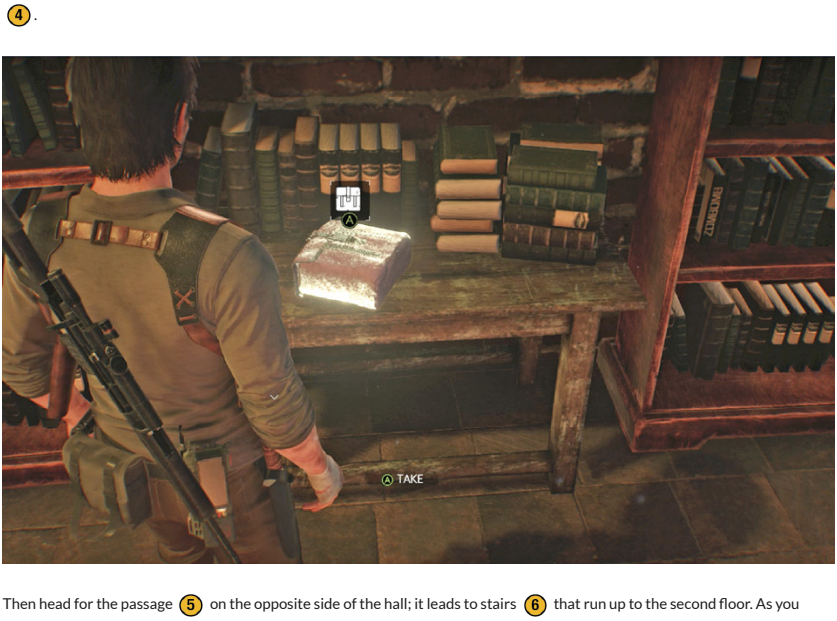


"Theodore's Scripture 1"

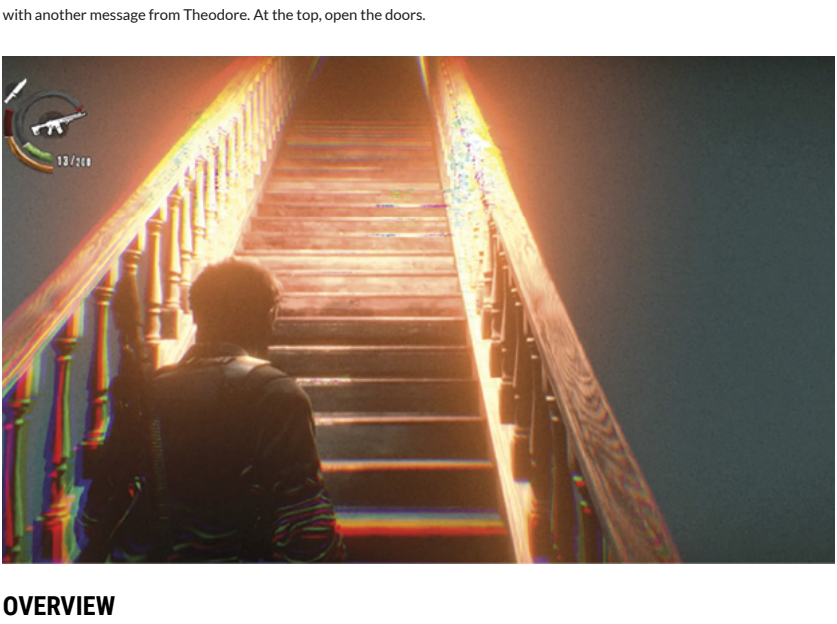


Find this page on the altar in the stronghold's first-floor cathedral.

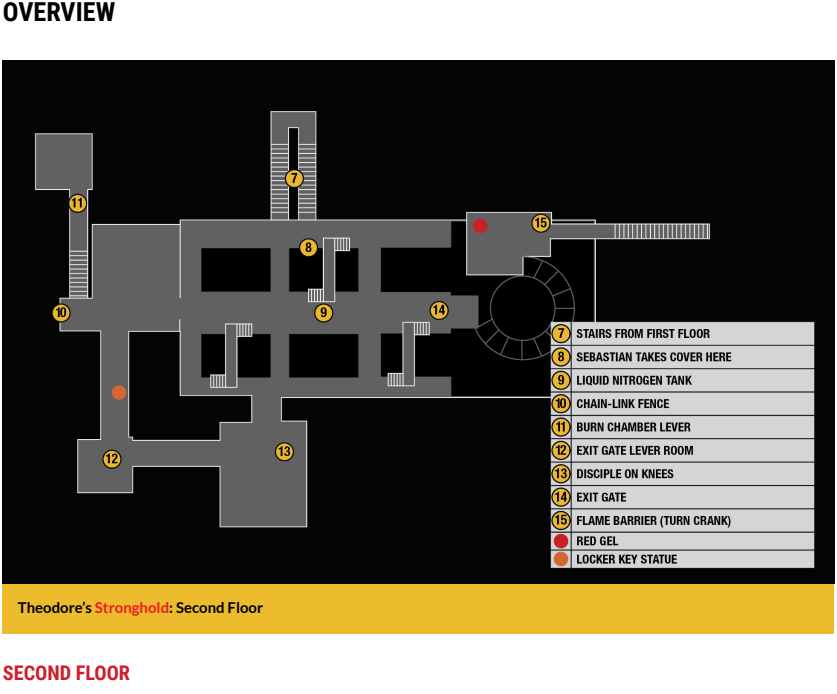
Sebastian sees a figure on a rising elevator lift out of sight, and has a brief exchange with Theodore. Climb the stairs on the right and search the side chamber rooms for items, including an Assault Rifle Ammo Pouch (on a side table full of books) and a Mirror ④.



Then head for the passage ⑤ on the opposite side of the hall; it leads to stairs ⑥ that run up to the second floor. As you climb them, these stairs turn into a vision of a much longer staircase, which you may recognize from the beginning of the game, with another message from Theodore. At the top, open the doors.



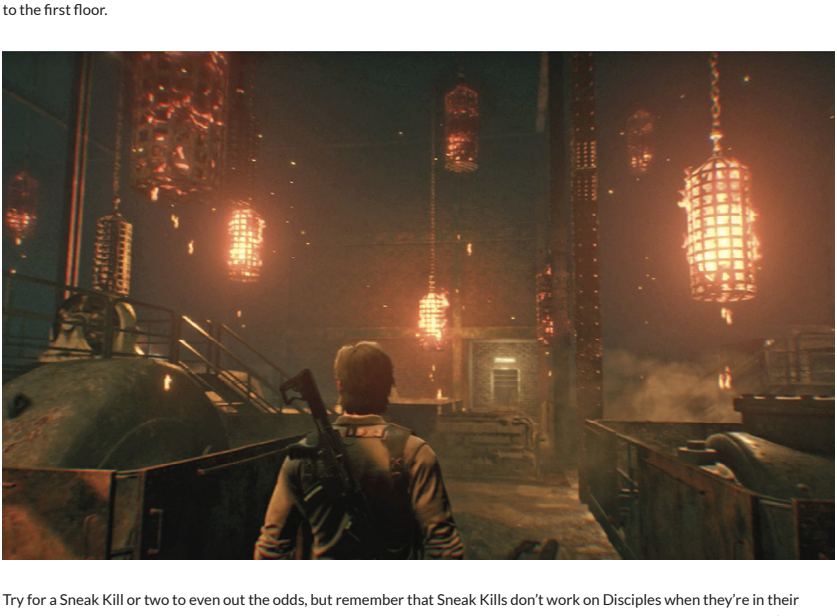
OVERVIEW



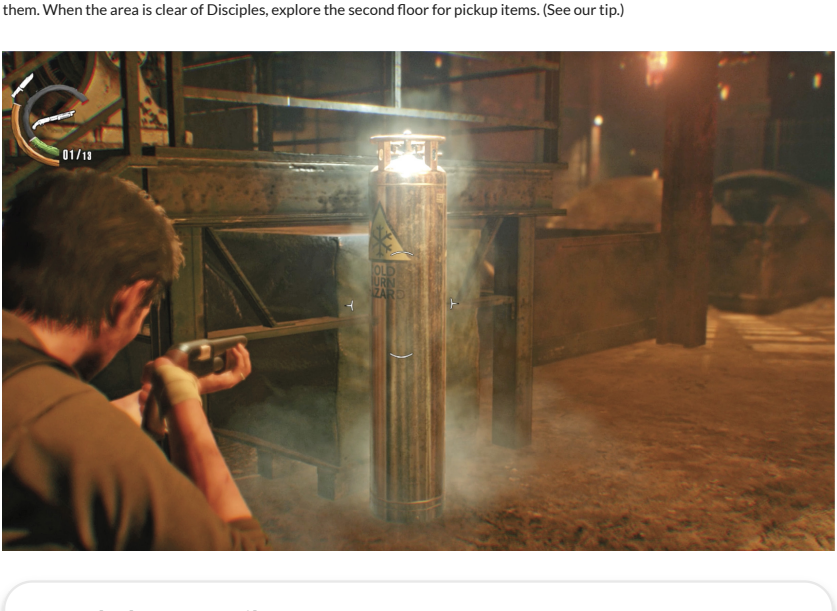
Theodore's Stronghold: Second Floor

SECOND FLOOR

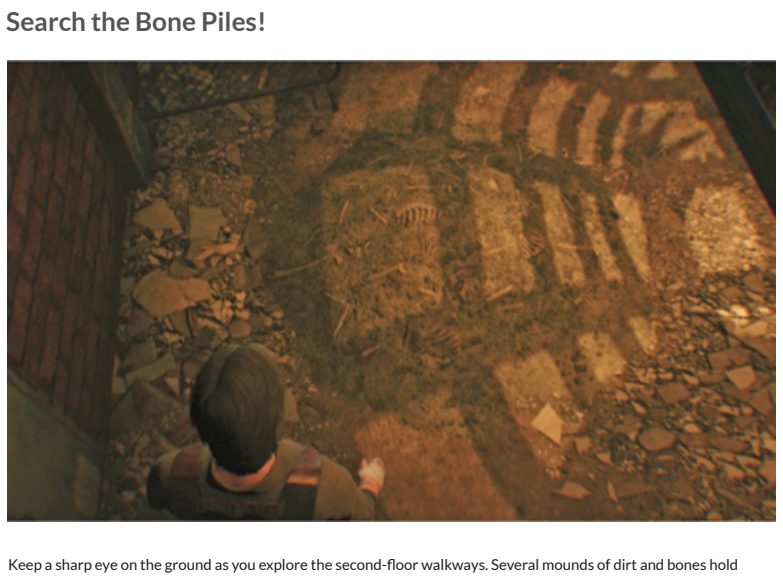
Sebastian steps into a huge central generator room, hung with burning gibbets using corpses as the fuel. He automatically takes cover ⑧ as a squad of Disciples emerges and Theodore locks the exit gate. The doors lock behind you, so there's no returning to the first floor.



Try for a Sneak Kill or two to even out the odds, but remember that Sneak Kills don't work on Disciples when they're in their flaming state. The room gives you a number of walkways and raised platforms if you want to keep on the move while you're outnumbered. Shoot the liquid nitrogen tank ⑨ in the room's center walkway to freeze pursuers for a few seconds then blast them. When the area is clear of Disciples, explore the second floor for pickup items. (See our tip.)



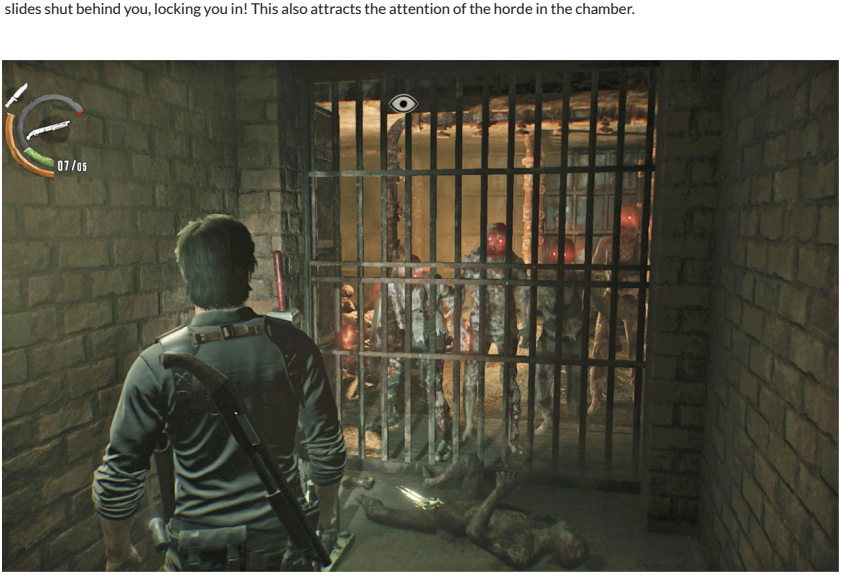
Search the Bone Piles!



Keep a sharp eye on the ground as you explore the second-floor walkways. Several mounds of dirt and bones hold sizable stashes of pickup items.

Optional: Clear The Flame-Nozzle Chamber

Two side exits lead off the central chamber, but both ultimately lead to the same connecting passage. Head for the exit through which you see a flame-nozzle barrier behind a chain-link fence ⑩. Turn right and descend the short staircase to find metal gate ⑪ with Lost prisoners shut into a chamber behind it. There's a lever by the gate. When you approach the lever, another gate slides shut behind you, locking you in! This also attracts the attention of the horde in the chamber.

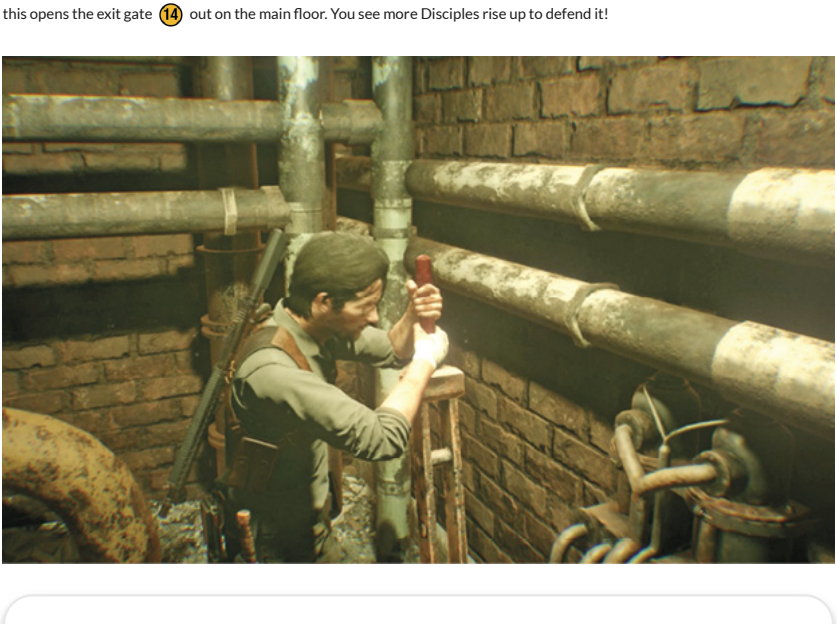


You can just shoot them all, right through the gate… but that's a waste of ammo. Instead, even though it seems risky, just pull the lever. This activates the flame nozzles inside the chamber, which burns the poor incarcerated Lost into charcoal briquettes.

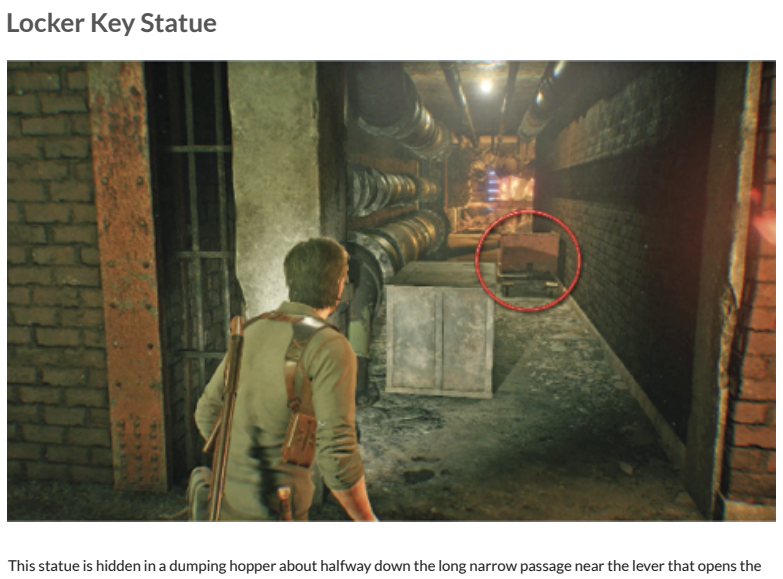
When the nozzles turn off and the gate opens, enter the burn chamber with a full clip in your shotgun, because you're about to get ambushed. (Note that the exit gate that slid shut behind you won't open for a few more seconds.) Start scooping up Green Gel, crossbow bolts, and other pickup items, including some hidden in bone piles. When you examine one of the bone piles inside the chamber, two Disciples suddenly rise up from the ground! Gun them down fast. Exit and climb back up the stairs.

Find The Gate Lever

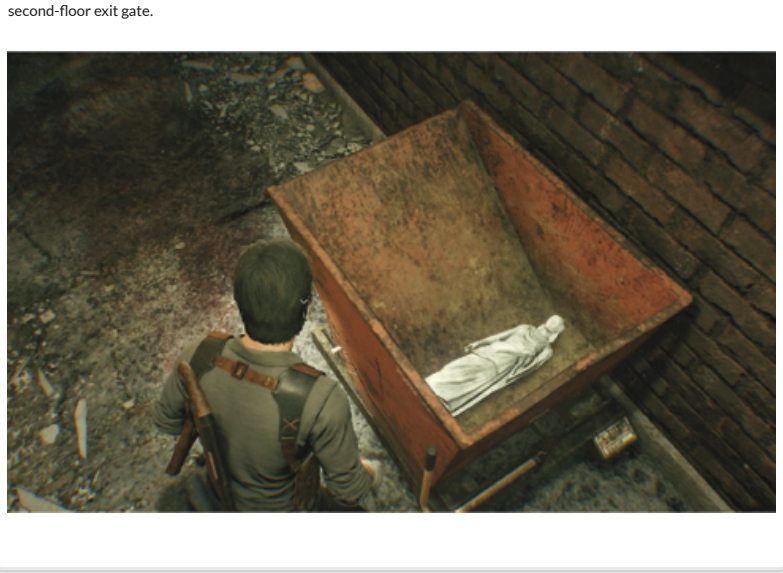
Take cover at the corner of the passage just across from the stairs and spot the Disciple in the room down at the far end ⑫. Nail him with a Sniper Rifle headshot from afar, or creep down the passage box to box and try for a Sneak Kill. Be sure to look inside the dumping hopper halfway down the passage to find a Locker Key statue. Then proceed into the room and pull the lever; this opens the exit gate ⑭ out on the main floor. You see more Disciples rise up to defend it!



Locker Key Statue

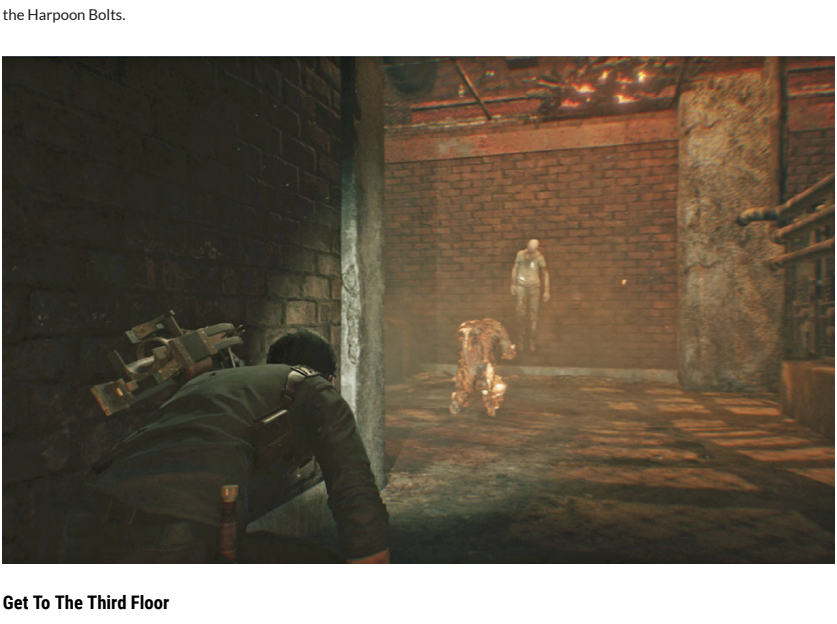


This statue is hidden in a dumping hopper about halfway down the long narrow passage near the lever that opens the second-floor exit gate.



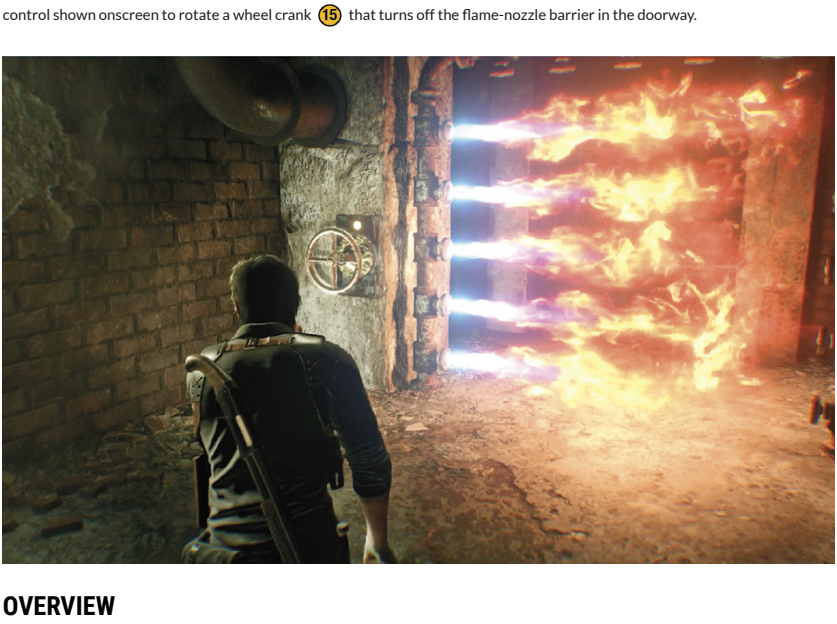
Get To The Exit Gate

Move stealthily down the next long passage to see a Disciple on its knees ⑬, raptly worshipping a cadaver harpooned to the brick wall. End its rapture with a Sneak Kill while he's not flaming, or just blast the back of his head with a shotgun, and then snag the Harpoon Bolts.

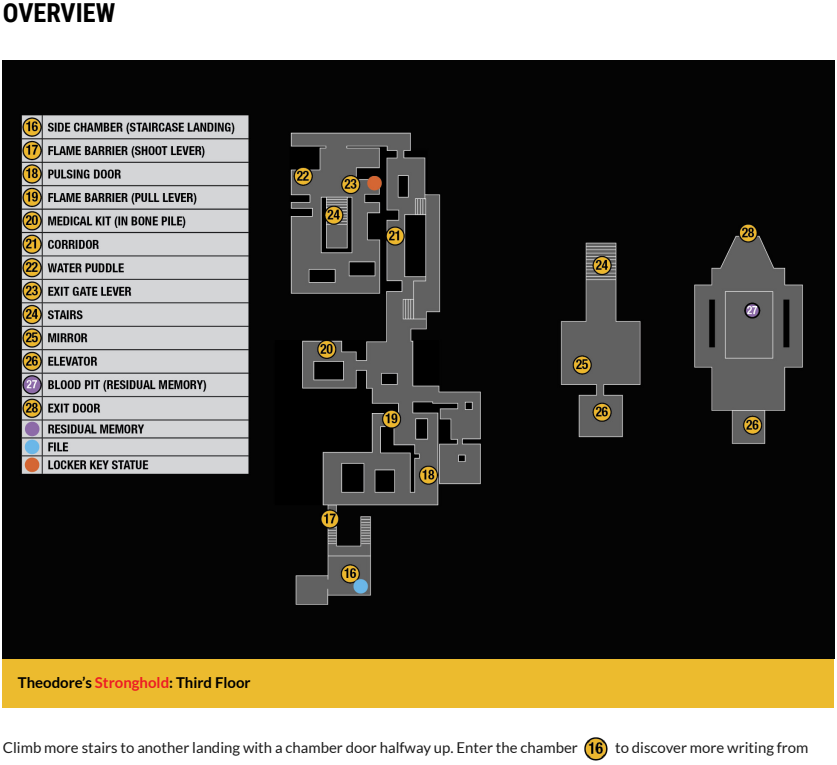


Get To The Third Floor

Clear out or sneak past the big squad of new Disciples out on the main floor, then go through the now-opened exit gate ⑭. (It slams shut and locks behind you.) Climb the long winding staircase up to the first landing, where you find a jar of Red Gel. Tap the control shown onscreen to rotate a wheel crank ⑮ that turns off the flame-nozzle barrier in the doorway.



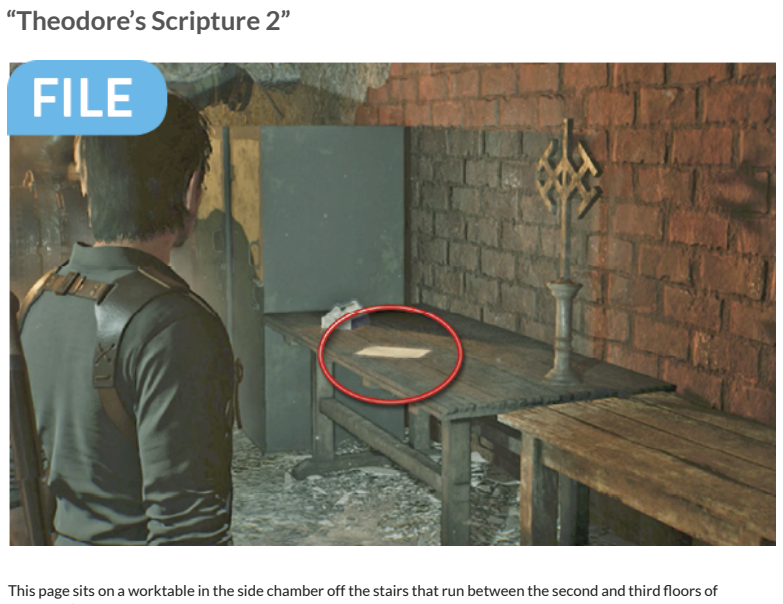
OVERVIEW


⑯ SIDE CHAMBER (STAIRCASE LANDING)
⑰ FLAME BARRIER (SHOOT LEVER)
⑱ PULSING DOOR
⑲ FLAME BARRIER (PULL LEVER)
⑳ MEDICAL KIT (IN BONE PILE)
㉑ CORRIDOR
㉒ WATER PUDDLE
㉓ EXIT GATE LEVER
㉔ STAIRS
㉕ MIRROR
㉖ ELEVATOR
㉗ BLOOD PIT (RESIDUAL MEMORY)
㉘ EXIT DOOR
RESIDUAL MEMORY
FILE
LOCKER KEY STATUE

Theodore's Stronghold: Third Floor

Climb more stairs to another landing with a chamber door halfway up. Enter the chamber ⑯ to discover more writing from Theodore on a table, plus another Mirror in a side room. Then exit the chamber and continue up the stairs to the third floor.

"Theodore's Scripture 2"

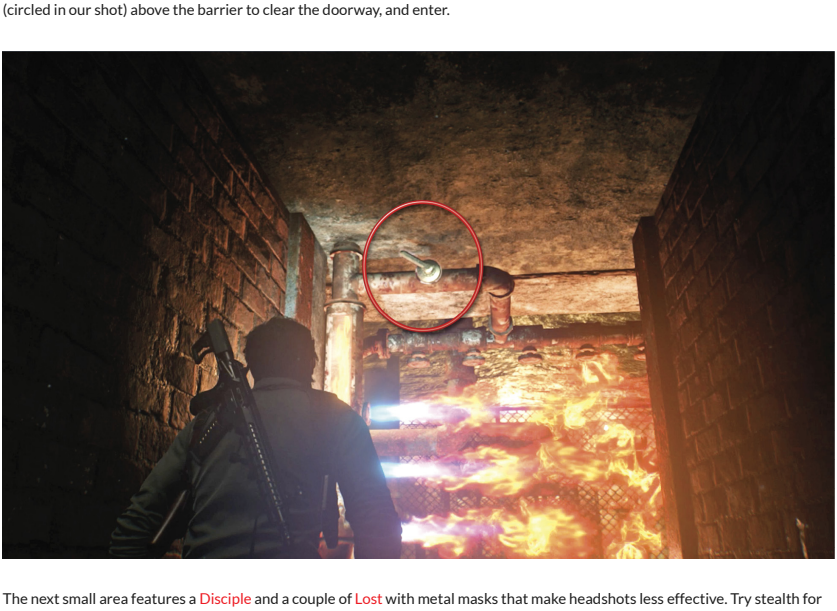


This page sits on a worktable in the side chamber off the stairs that run between the second and third floors of Theodore's stronghold.

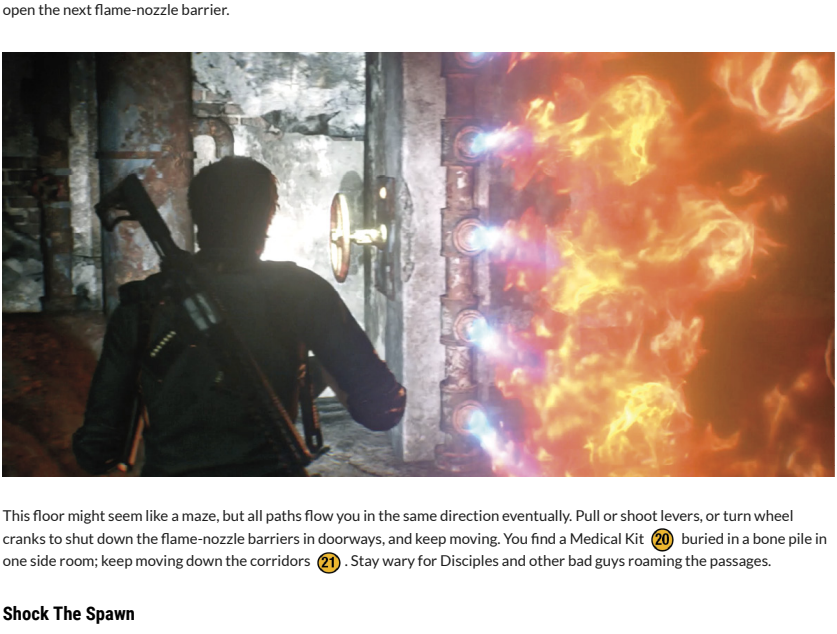
THIRD FLOOR

Get Through The Flame-Nozzle Barriers

When you reach the flame-nozzle barrier at the top of the staircase ⑰, a gate locks shut behind you. Shoot the small lever (circled in our shot) above the barrier to clear the doorway, and enter.



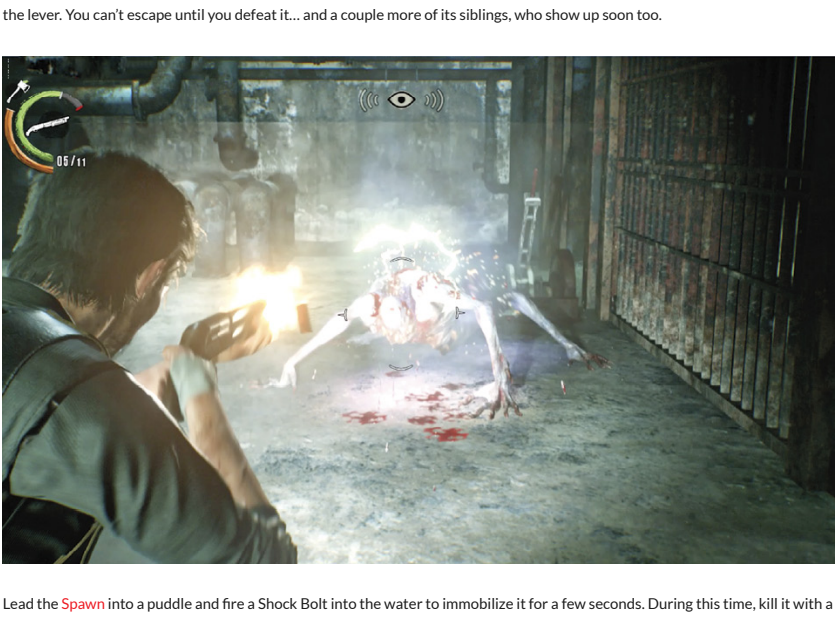
The next small area features a Disciple and a couple of Lost with metal masks that make headshots less effective. Try stealth for Sneak Kills here. Note the pulsing door ⑱; a Disciple and a Lost lurk behind it, so have a Shotgun ready when you open it! Enter the room beyond and grab the Hand Axe stuck in the Lost corpse. Then go back through the door and pull the lever ⑲ to open the next flame-nozzle barrier.



This floor might seem like a maze, but all paths flow you in the same direction eventually. Pull or shoot levers, or turn wheel cranks to shut down the flame-nozzle barriers in doorways, and keep moving. You find a Medical Kit ⑳ buried in a bone pile in one side room; keep moving down the corridors ㉑. Stay wary for Disciples and other bad guys roaming the passages.

Shock The Spawn

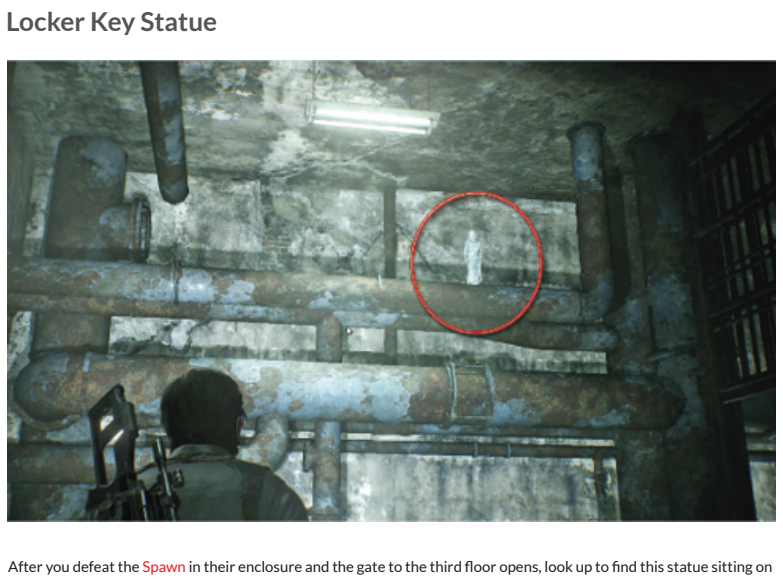
Eventually you reach a room with a big puddle of water ㉒ and a gate lever ㉓. Wield your crossbow and switch to its Shock Bolt ammo. When you pull the lever, you lock yourself into this enclosure and a Spawn suddenlyemerges from the floor next to the lever. You can't escape until you defeat it… and a couple more of its siblings, who show up soon too.



Lead the Spawn into a puddle and fire a Shock Bolt into the water to immobilize it for a few seconds. During this time, kill it with a volley of close-range headshots while it shivers with electricity. When the two other Spawn pop into the enclosure, use the same tactic; note that there's a second water puddle in the back of the area, plus a liquid nitrogen tank that you can shoot to freeze any beast nearby.

After the battle, find the Locker Key statue in the pipes above. Then head through the newly opened gate and climb the stairs ㉔ to a Mirror ㉕ and an open elevator ㉖. Use the Mirror first! This is your last chance to head back to Sebastian's Room to craft as much ammo as you can and buff up your skills for a set of very tough fights ahead. Then return and step into the lift.

Locker Key Statue

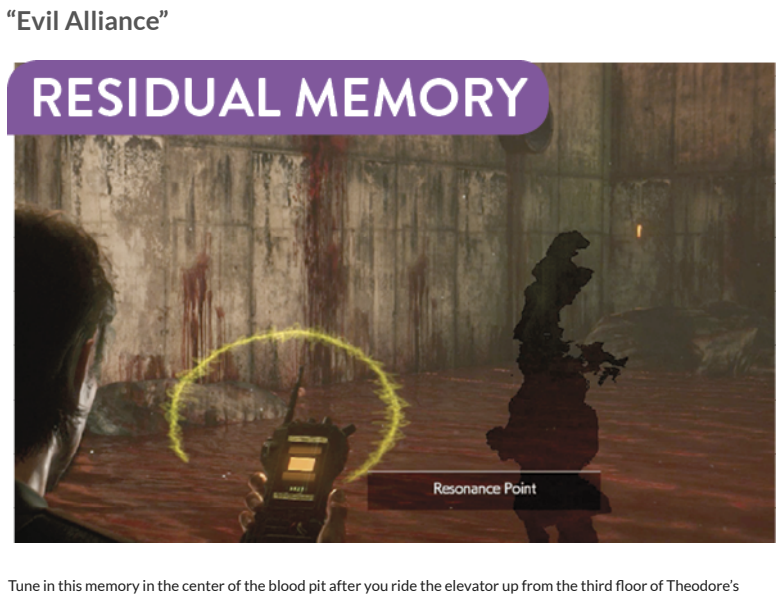


After you defeat the Spawn in their enclosure and the gate to the third floor opens, look up to find this statue sitting on a pipe near the ceiling. Shoot it to get the key.

THRONE ROOM

The elevator automatically carries Sebastian up to Theodore's throne room. Move around the pit and climb down the ladder into the pit of blood. Step to the center to see the shadow of a Resonance Point ㉗, and use your Communicator to tune it in. Afterward, find the Medical Syringe and Shotgun Shells in the pit; you'll need as much help as you can get. Then climb back up the ladder and go through the partially opened tall doors ㉘.

"Evil Alliance"



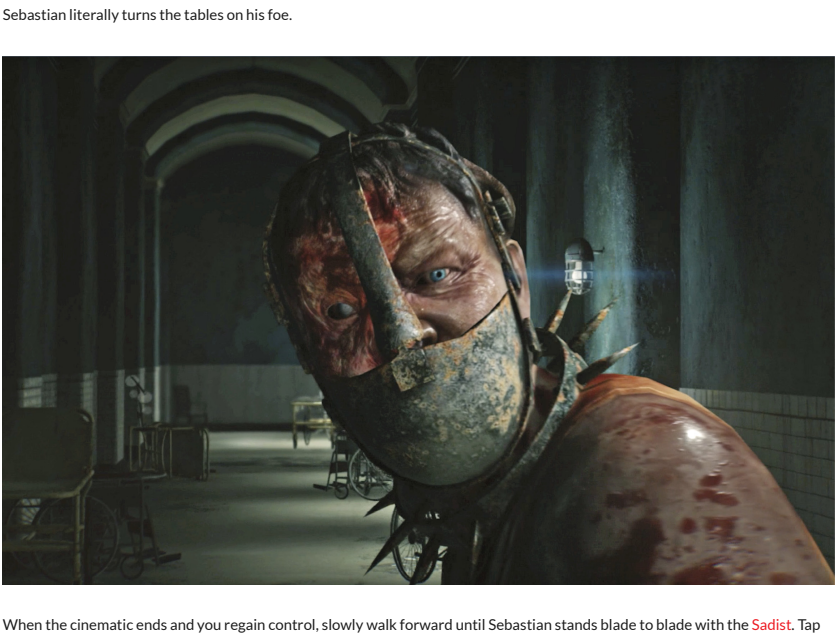
Tune in this memory in the center of the blood pit after you ride the elevator up from the third floor of Theodore's stronghold.

MEET AND BEAT THE THREE BOSSES

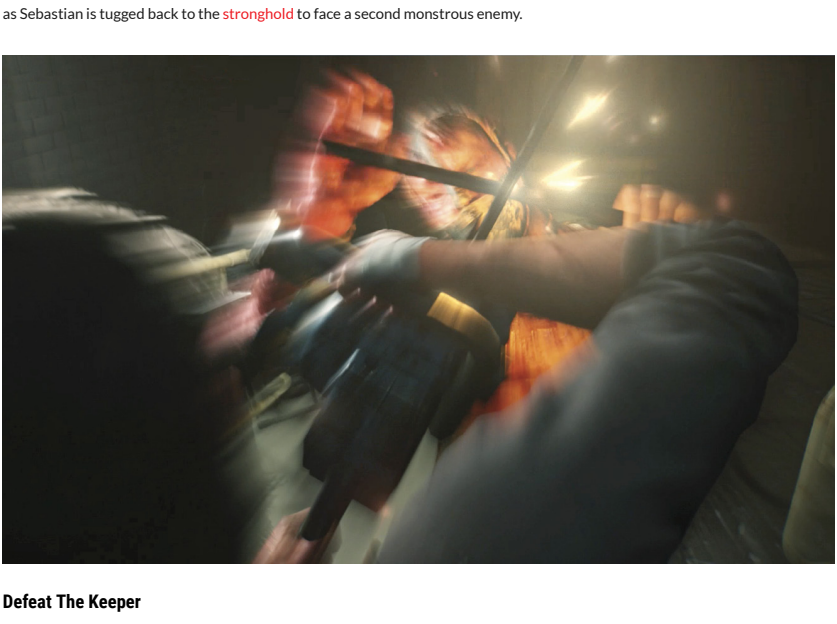
Sebastian and Theodore meet face to face once again. The evil master makes yet another attempt to play on Sebastian's guilt and pain about Lily, but then changes tactics. He conjures a different memory—a frightening nemesis from Sebastian's past.

Defeat The Sadist

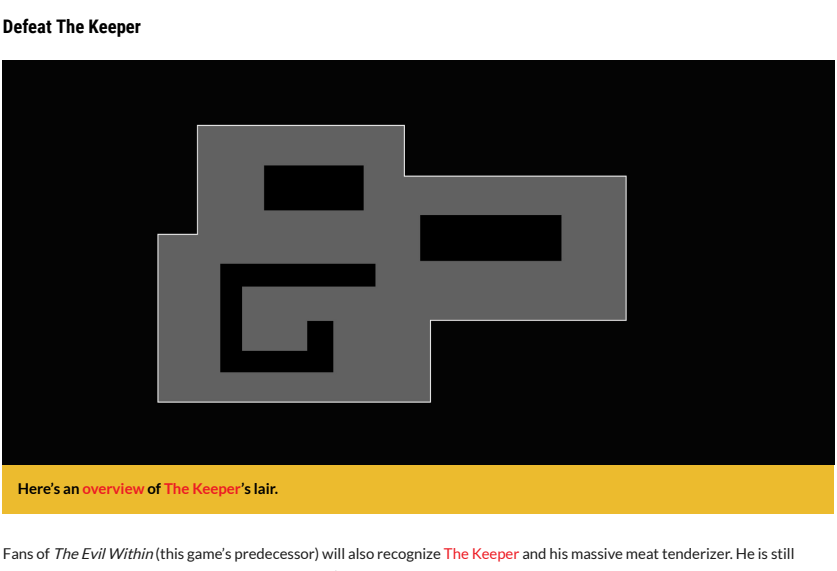
When you gain control, sprint away from the Sadist to the door down the Beacon hallway and kick it open. (Don't let the Sadist catch you; it's instant death for Sebastian.) Keep sprinting down the next stretch of corridor until a cutscene takes over: Sebastian literally turns the tables on his foe.



When the cinematic ends and you regain control, slowly walk forward until Sebastian stands blade to blade with the Sadist. Tap the Cut button indicated onscreen until you win the standoff in spectacular if somewhat grisly fashion. But victory is short-lived, as Sebastian is tugged back to the stronghold to face a second monstrous enemy.



Defeat The Keeper



Here's an overview of The Keeper's lair.

Fans of *The Evil Within* (this game's predecessor) will also recognize The Keeper and his massive meat tenderizer. He is still deadly, swinging his hammer and his sack of victims' brains in vicious melee swipes. He also has a surprisingly nimble dash and tackle move.

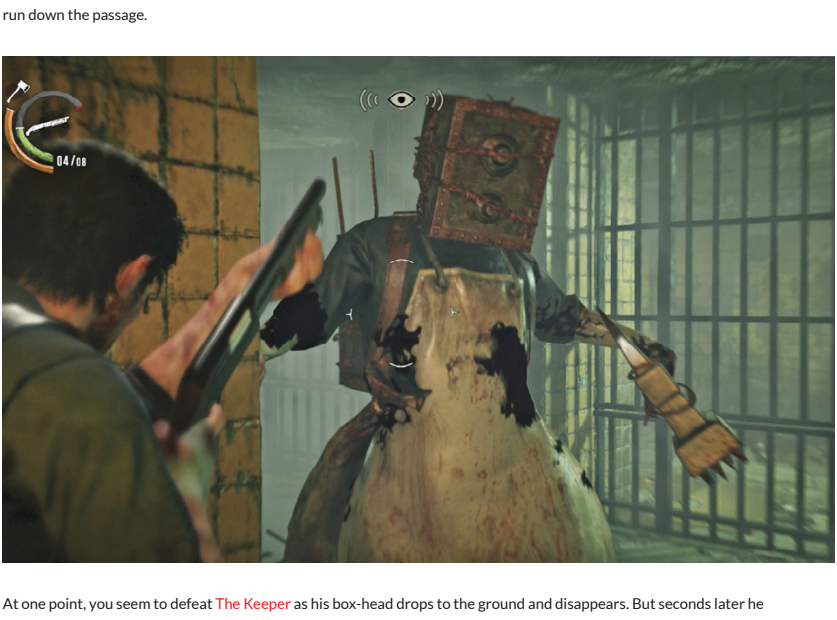
Tips from the Testers

Stay mobile, and watch out for his running attack.

When possible, use Shock Bolts to stun and create a window of opportunity.

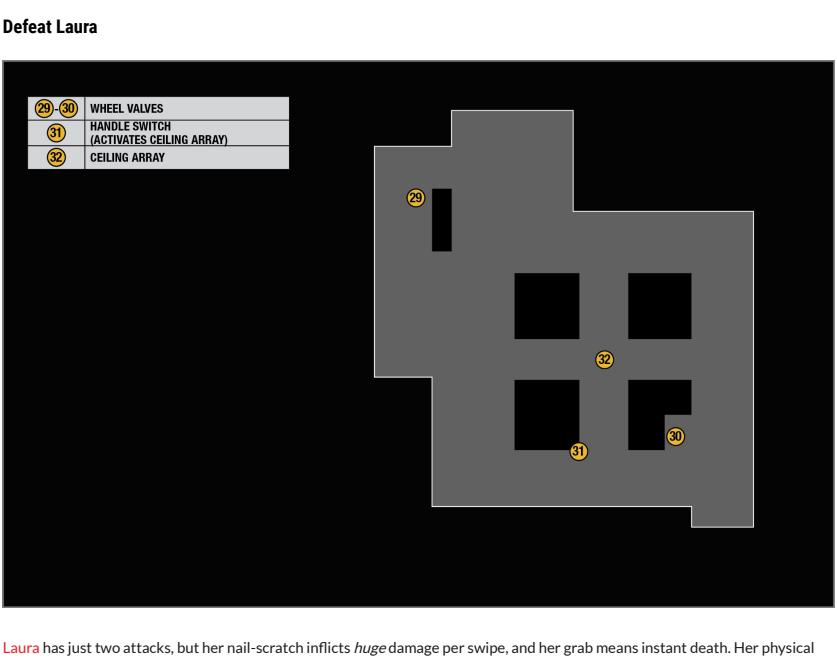
The Keeper is a large target in a small space, perfect for using the Shotgun to your advantage.

This is a pretty straightforward fight. If The Keeper gets you cornered, dodge to the side and run the moment he begins his swing move. Target his midsection with shotgun blasts to stagger him briefly as he approaches, giving you a chance to dart past him and run down the passage.



At one point, you seem to defeat The Keeper as his box-head drops to the ground and disappears. But seconds later he reappears… as twins. Now you have to kill them both. Continue fighting using the same tactics, but be aware that a second Keeper might be just around the corner as you flee the first one! When both Keepers finally drop, something emerges from the fallen box-head. Once again, it's a blast from the past for Sebastian and fans of *The Evil Within*.

Defeat Laura



Laura has just two attacks, but her nail-scratch inflicts *huge* damage per swipe, and her grab means instant death. Her physical movement is not particularly fast, but she has a teleport burst-move that zaps her several times rapidly across space. Keep in mind what our QA experts point out: her primary vulnerability is to fire. As Sebastian says when he sees her, "I burned you once… and I'll do it again."

Tips from the Testers

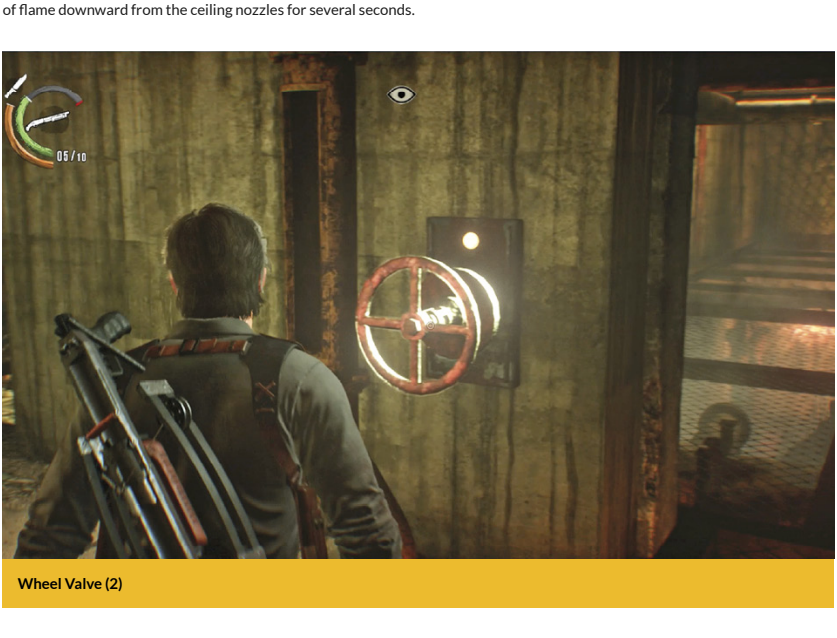
Remember: Laura's weakness is fire. (Fans of *The Evil Within* know this!)

Examine the environment carefully. Note the valves that can be opened to allow flames to pour down in specific locations. If these flames strike Laura they inflict heavy damage.

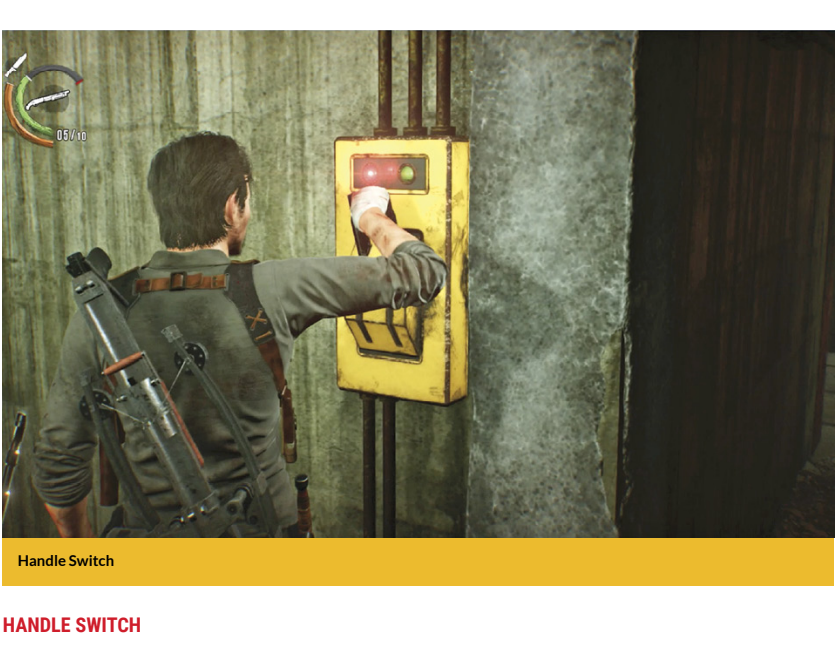
Use Shock Bolts at close range to temporarily stun her and leave her vulnerable. (Just beware her teleport!)

The easiest way to "burn" Laura is to discharge a Flamethrower at her. If you took the Broken Flamethrower from the fallen O'Neal (as in this walkthrough) and then repaired it by adding two fuel tanks picked up from fallen Harbingers, you've got what you need. Unleash the stream of fire and keep your finger on the trigger until the tank is empty

However, if you don't have a functional Flamethrower, or you used up its fuel already, you have another "burn" option. Laura's lair features two wheel valves (㉙ ㉚) that can pipe a stream of fire to a ceiling array of flame-nozzles ㉜ in the passages. Both valves must be turned on for this to work, however. When both are on, you pull the wall handle switch ㉛ to shoot searing jets of flame downward from the ceiling nozzles for several seconds.



Wheel Valve (2)



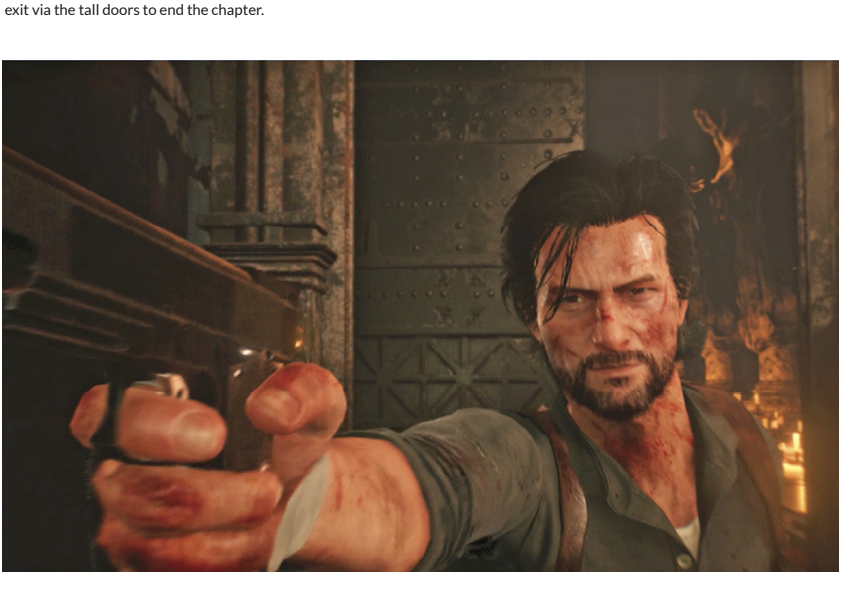
Handle Switch

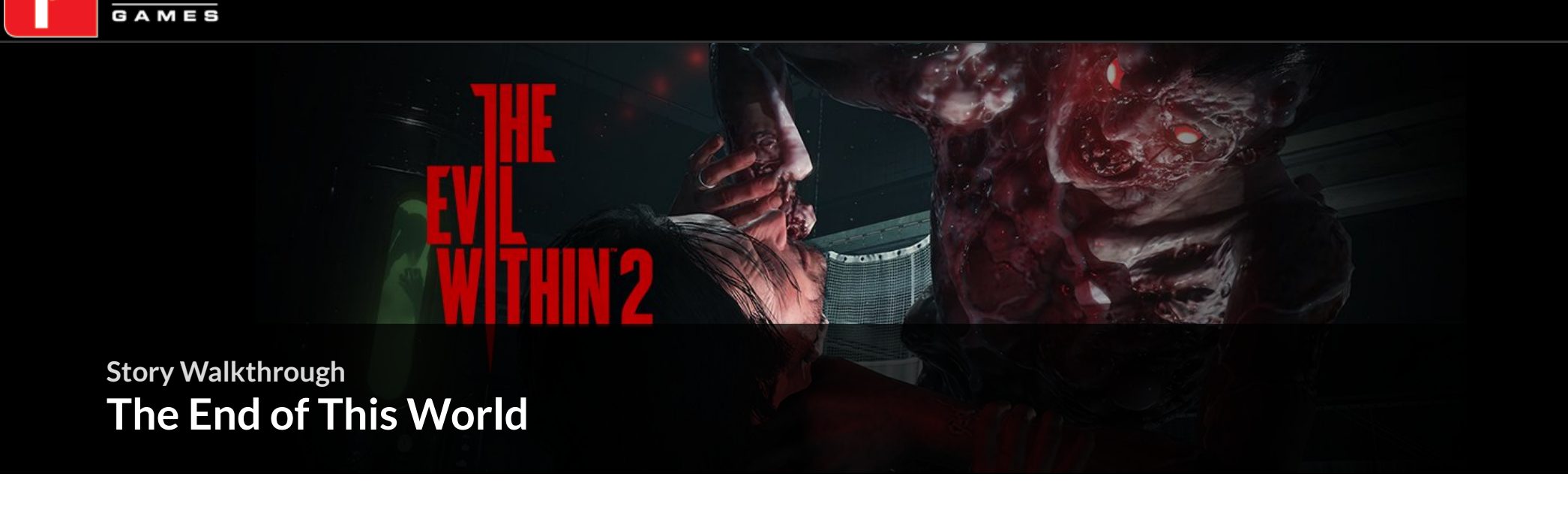
HANDLE SWITCH

Turning on each valve takes a few seconds of button-tapping, and if Laura arrives during the effort she'll grab Sebastian, pin him to the ground, and murder him. One solution is to fire a Shock Bolt into Laura then quickly turn the wheel valve while she twitches.

If you manage to get both valves turned on, maneuver Laura under the ceiling nozzles and then quickly pull the wall handle to catch her in the flame blasts, she's toast—you win.

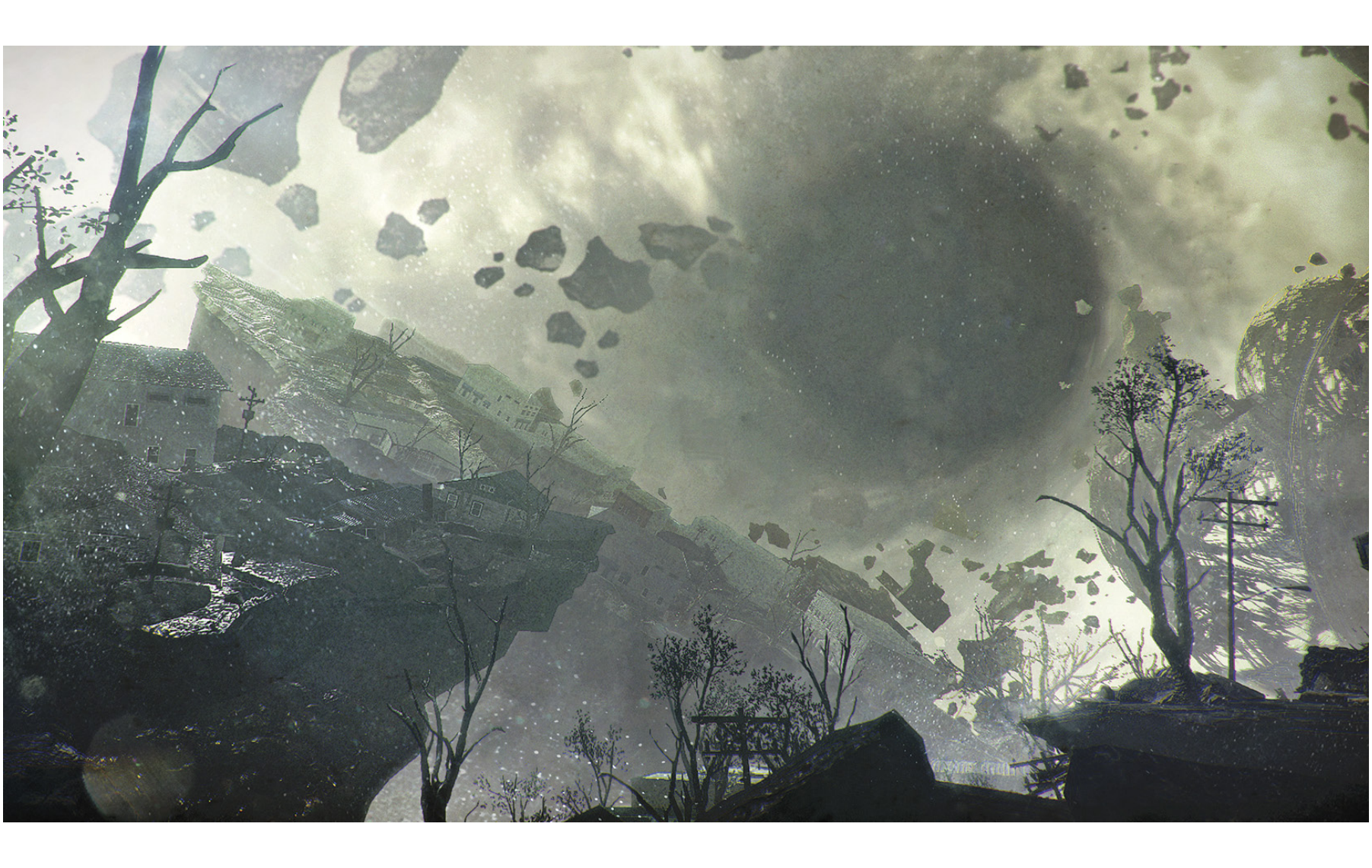
Watch the chapter-ending cinematic: the game changes for Theodore and Sebastian as another major player in the struggle for Lily emerges again. With a wave of her hand, she turns Theodore's "stronghold" into a ruined wreck. When Sebastian wakes up, exit via the tall doors to end the chapter.





Story Walkthrough

The End of This World



Not only is Theodore's stronghold a ruined husk; the entire STEM town of Union has been torn apart as well. Myra is down there somewhere. Sebastian wants to convince her to forsake her terrifying new form and join him with Lily as a family again. But it's a long way down the broken tower…

OVERVIEW

OBJECTIVES

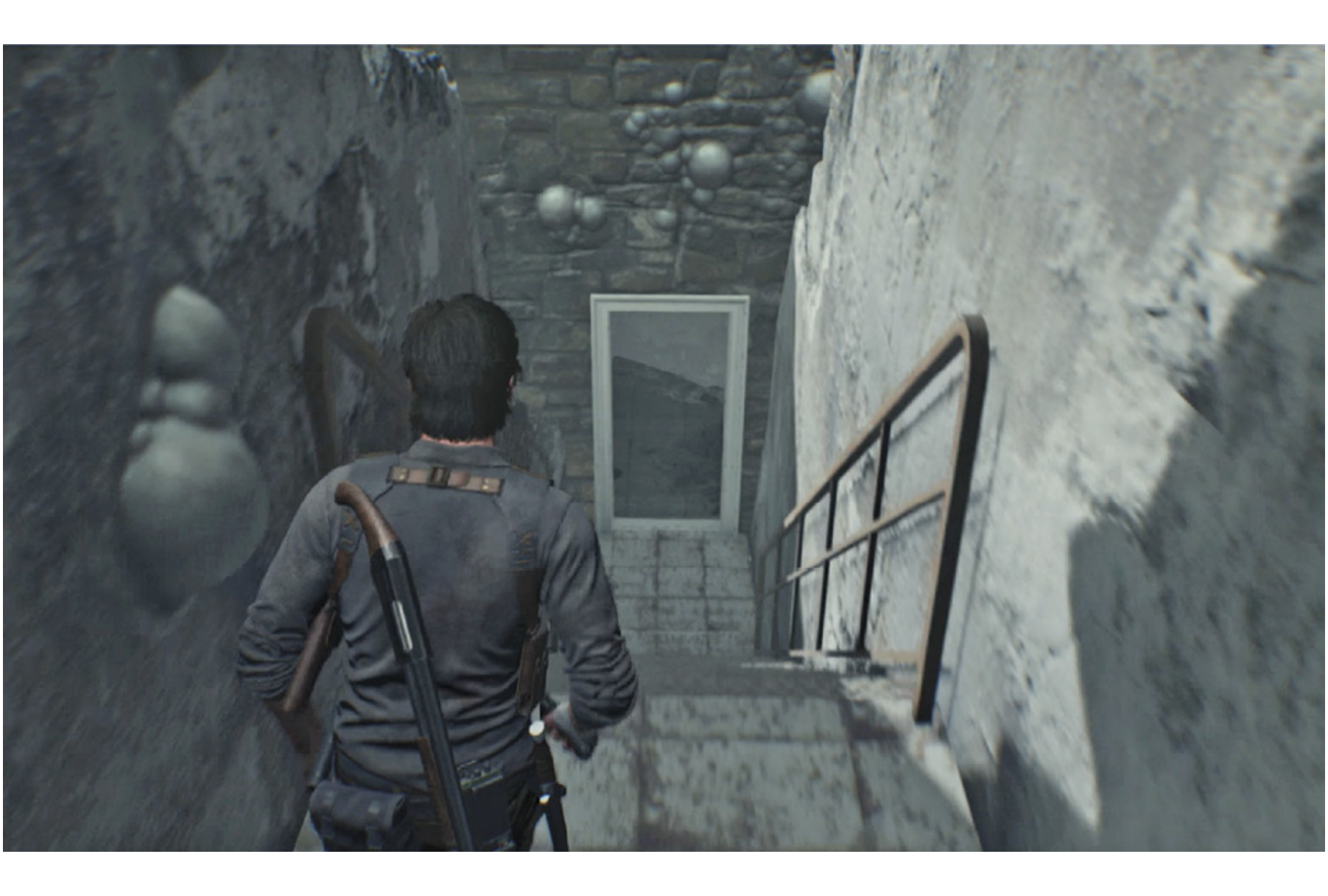
- Search for Myra
- Follow Myra through the remains of Union
- Defeat the enemies and chase after Myra

COLLECTIBLES

- None

SEARCH FOR MYRA

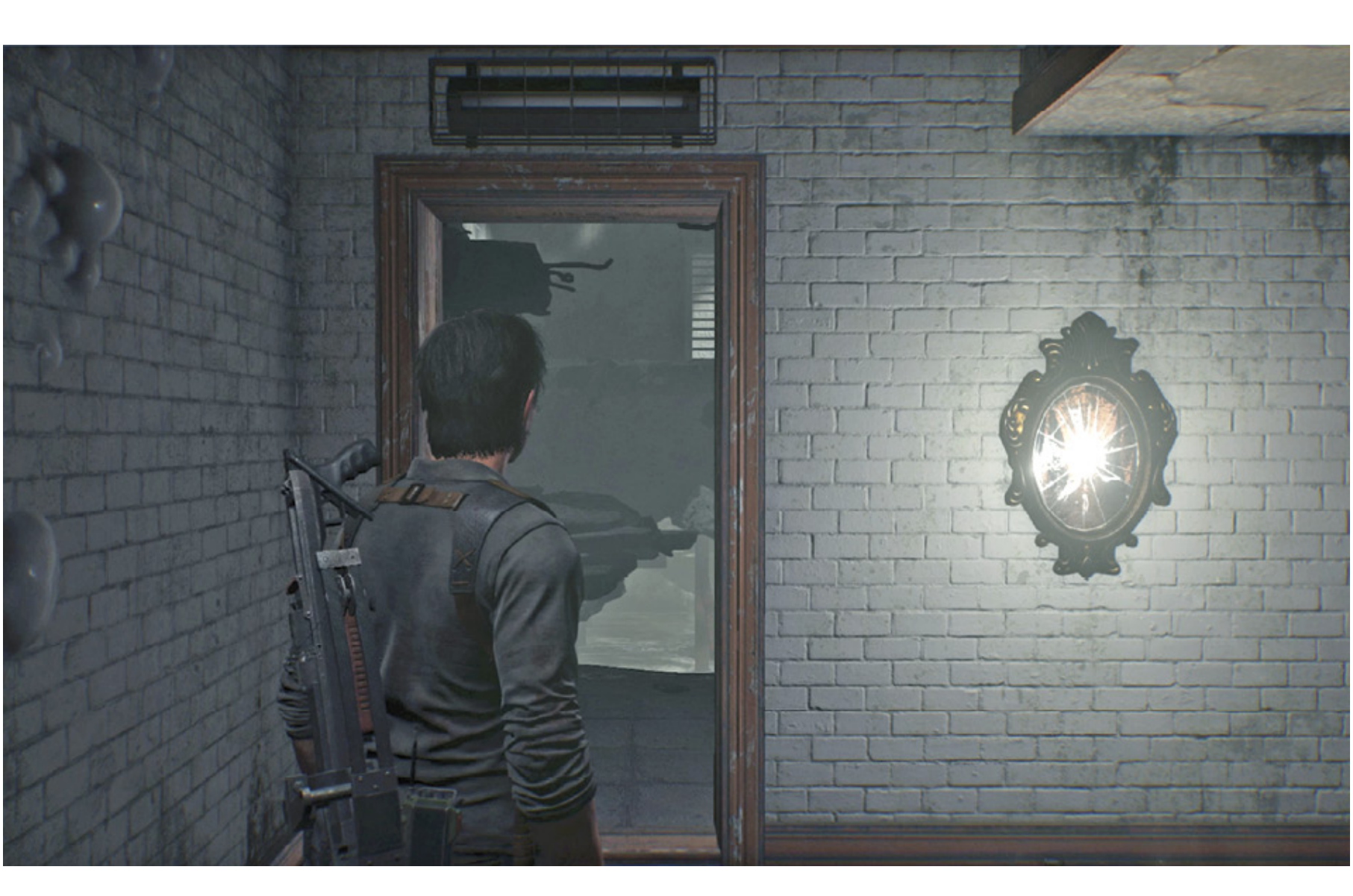
Turn and exit via the tall doors. Veer right and head under the fallen I-beam to follow the only route that leads down. After a few yards a quake loosens the ground and Sebastian falls to a lower slab. Find the only route through the debris to a staircase leading down.

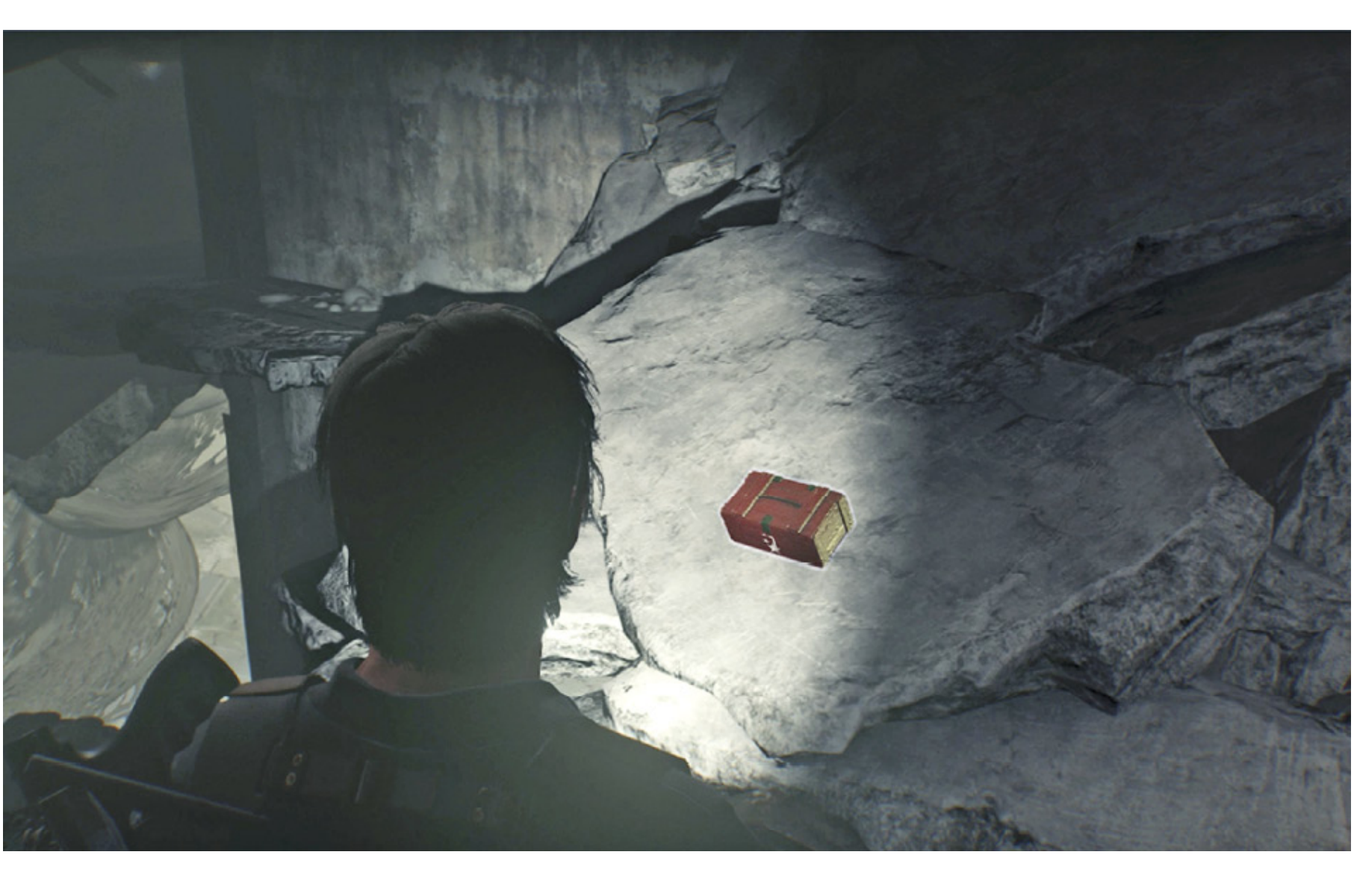


At the bottom, turn right and cross the broken floor to the open door, grabbing pickups as you go. Move through the bubbling white goop and swirling mist to trigger a cutscene: Sebastian catches up with Myra, who is deeply conflicted about how to deal with him as she seeks to protect her daughter.

FOLLOW MYRA THROUGH REMAINS OF UNION

Go through the hole into the next room and head downstairs to find a Mirror! Before you use it, go through the doorway and find a box of High-Grade Weapon Parts, very useful for weapon upgrades. Now use the Mirror—go craft as much ammo as you can, and make sure your guns and skills are as upgraded as possible.

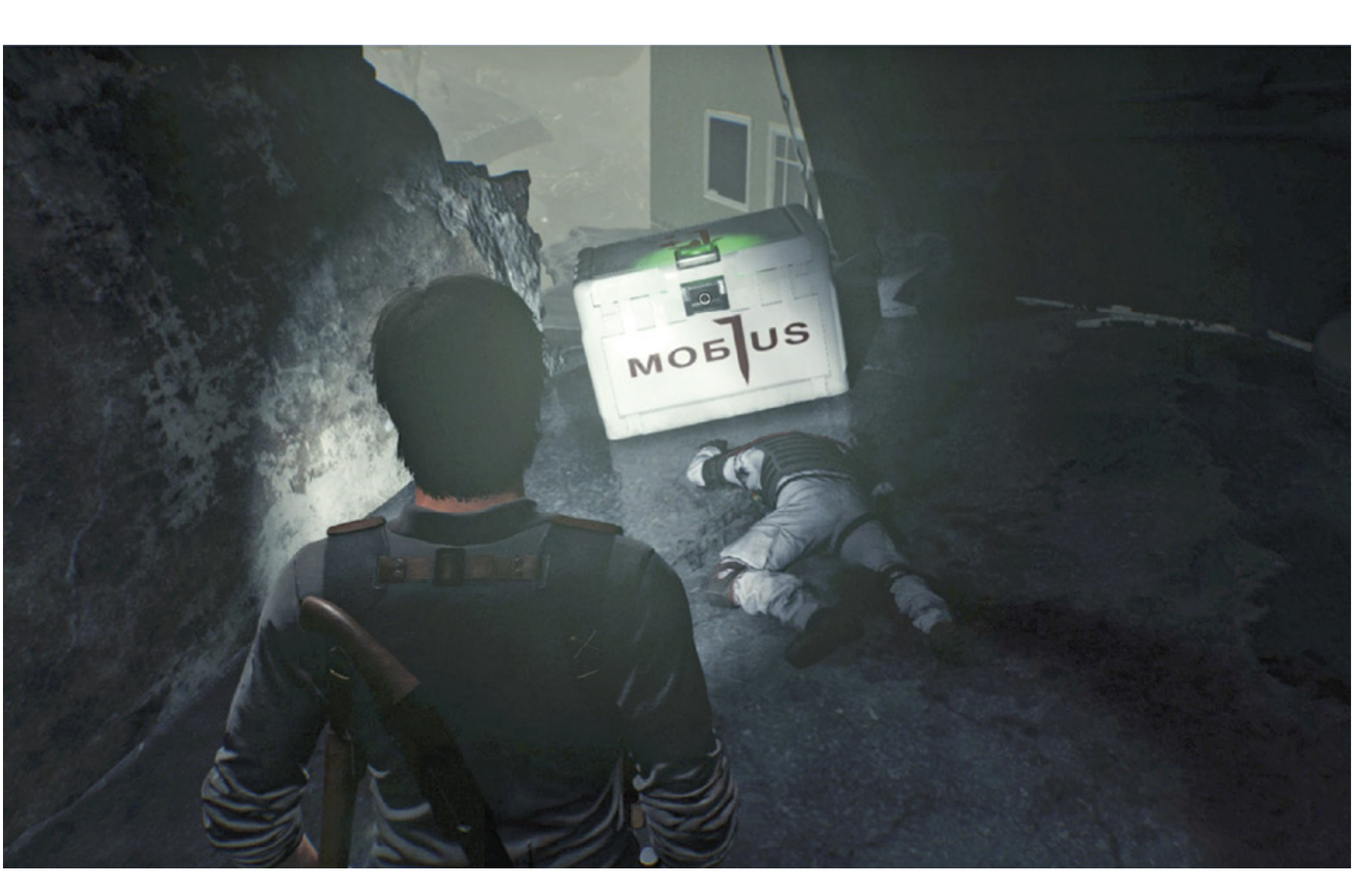




Craft Cartridges Now, Save Them for Later

We recommend that you craft as many Sniper Rifle Cartridges as possible during this Mirror trip back to your Workbench in Sebastian's Room. Don't use them until you meet the boss later in this chapter.

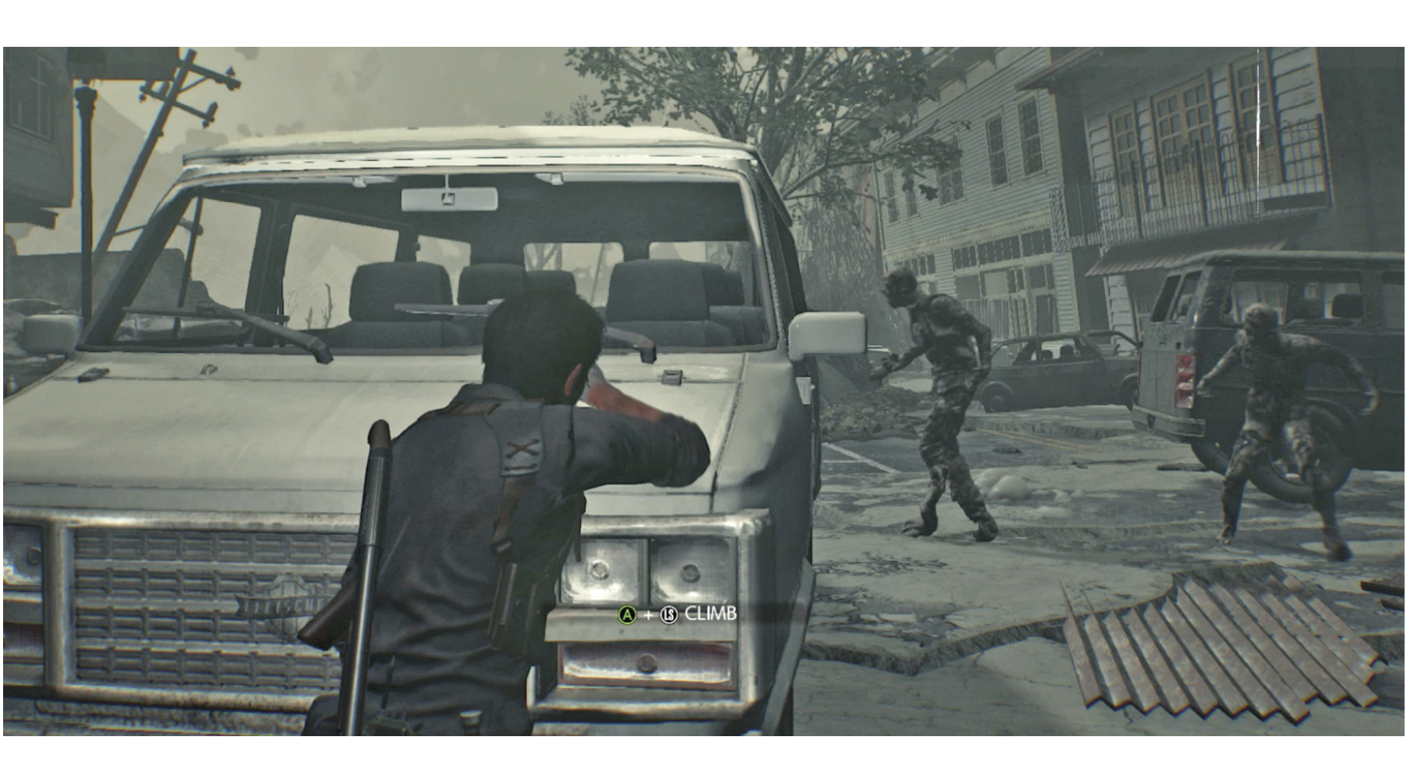
Proceed down the stairs. When you reach the bottom landing, turn left and work your way past the overturned APC to find a Mobius crate that you can loot. Then continue down the slope to the ruined Union street. (After you climb down off the last ledge, you won't be able to get back up.) Sebastian spots Myra and calls to her. In response, she raises a barrier and summons three strange creatures to stop Sebastian's pursuit.



DEFEAT THE ENEMIES AND CHASE AFTER MYRA

Ruined Union Street: Upper

Sebastian automatically ducks behind a van. These new enemies are Albedos, and they aggressively search for you. The Albedo is much tougher than standard Lost; it takes several headshots to bring one down. When it dies, it shatters into pieces. But they are susceptible to Sneak Kills, so use cover and stealth to take down at least one or two of them, if you can. When you eliminate all three Albedos, Myra's barrier is disabled and you can proceed down the street.



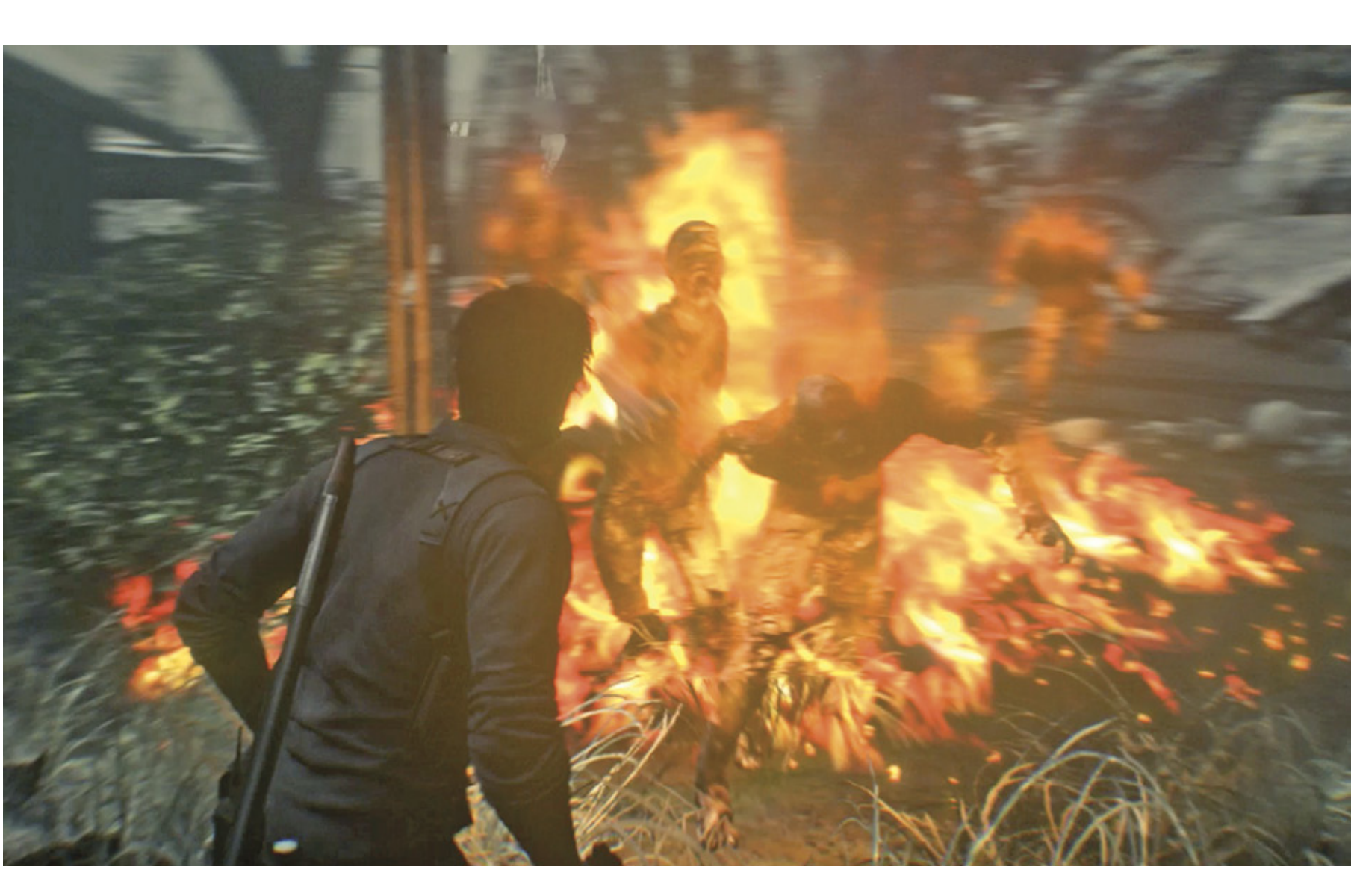
ALBEDO NOTES

Back away fast then dodge when an Albedo comes for you. Its attacks are much like the Lost's, but it is much more durable. It relies on a basic punch, and then if it manages to grab you, the Albedo will repeatedly punch or strangle you, inflicting steady damage per second until you can break free. Even if you shoot off its legs, the Albedo can make a crawling ankle grab.

But before you continue the chase, loot the building with the "Agent on Duty" sign out front. You can find a lot of pickup items here, including precious ammo. Then press forward up the street until you spot Myra again. Now the ground breaks apart again, and Sebastian falls to a lower section of Union street… also blocked by Myra's barriers.

Ruined Union Street: Lower

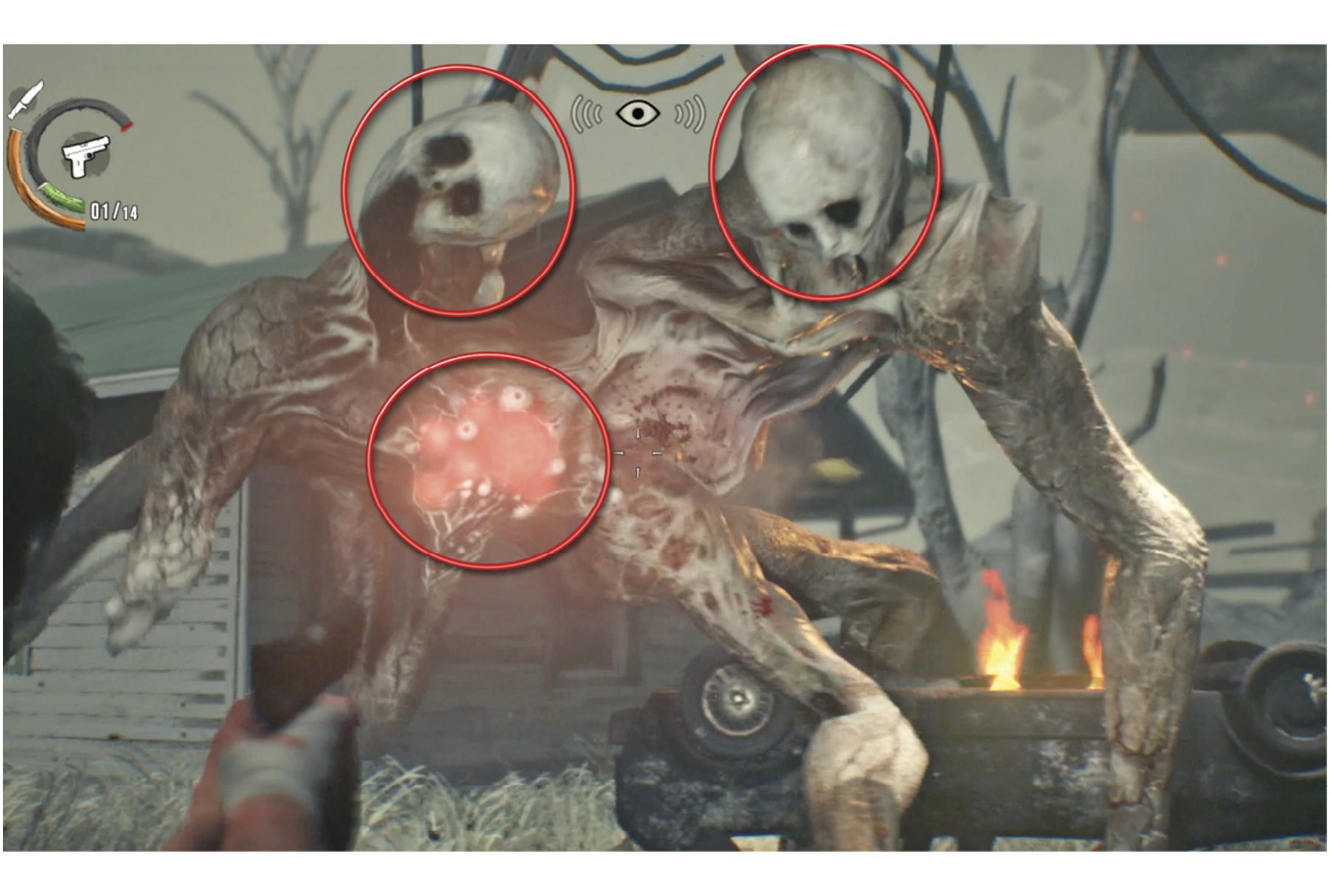
A bigger squad of Albedos is stationed here. As before, they search vigorously, and then swarm aggressively if they find you. Try to Sneak Kill at least one or two before you end up in open combat. If you must fight, run to the far side of the area to find a pair of oil drums; kick them over and shoot the fuel spill when your pursuers step into it.



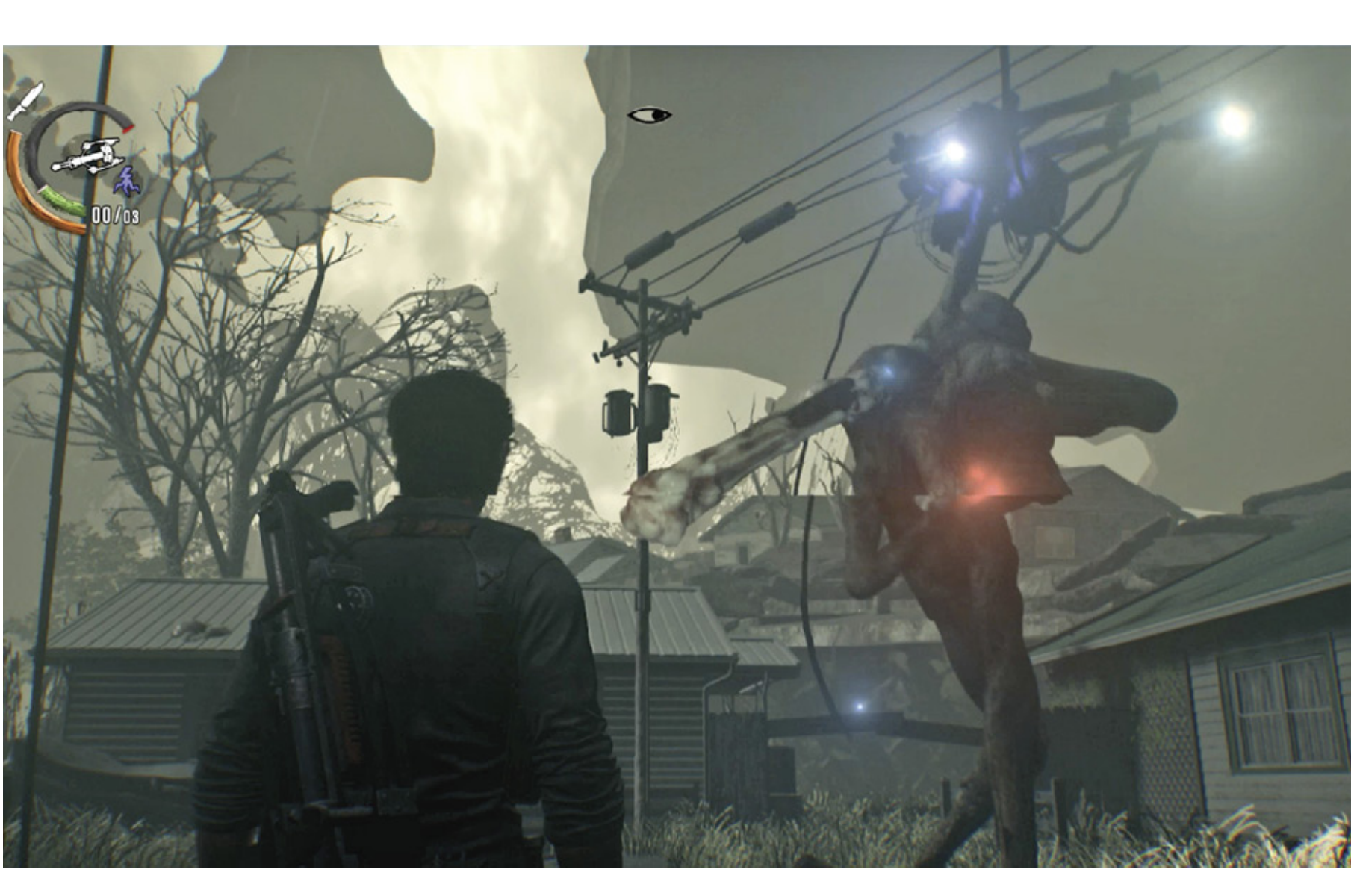
When the last Albedo drops, the barrier breaks and you can continue tracking Myra. Keep following her until you hop down onto an overturned truck, then onto the ground. (You can't go back now.) When you step forward, a quick cutscene plays: Sebastian spots Myra again, but a powerful new foe climbs up a power pole to cut off your pursuit.

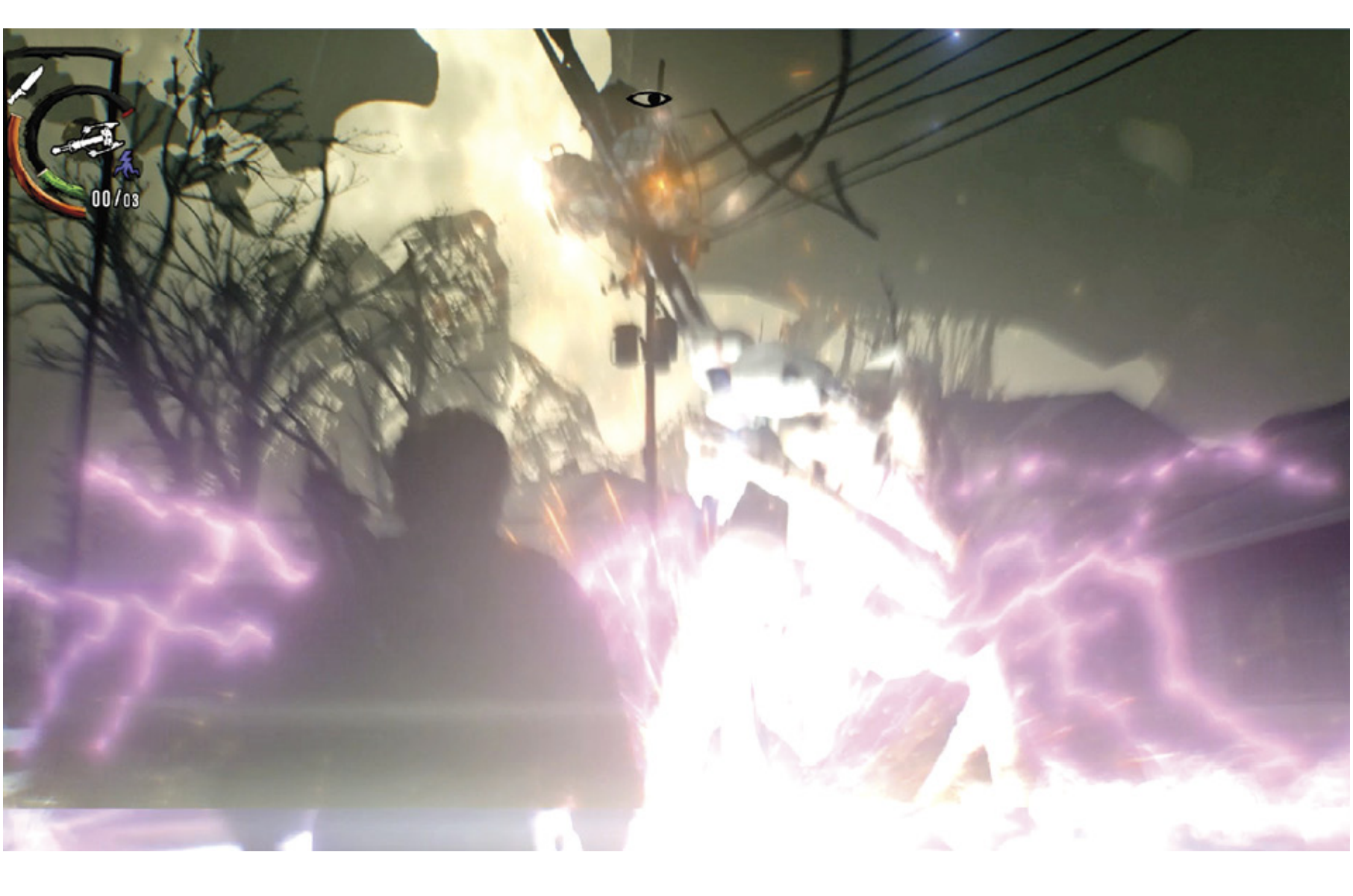
Defeat The Effigy

This is the Effigy, and it's a nasty boss. The first thing to know is that this creature is like the Watcher in that its weak spot glows red—in this case, the glowing red heart-like organ in its midsection. Headshots inflict extra damage too. So, every shot you take should target those spots.



Also note that the Effigy is immune to Shock effects—after all, it's carrying an electric power pole—so don't waste your Shock Bolts on this creature. Finally, as our QA experts point out, beware its rhino-like charge and its shocking pole-slam. Both of these attacks hurt quite a bit.





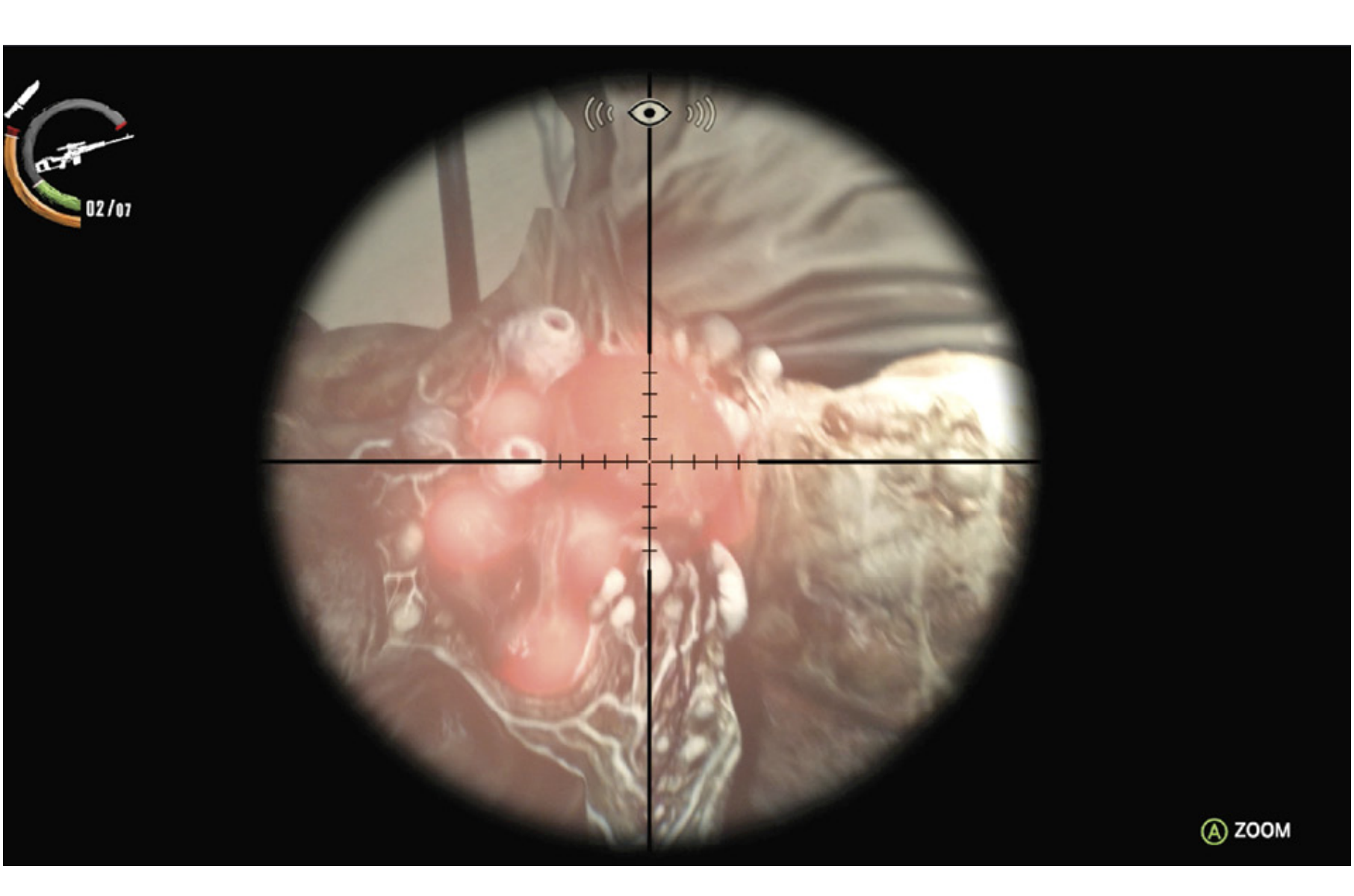
Tips from the Testers

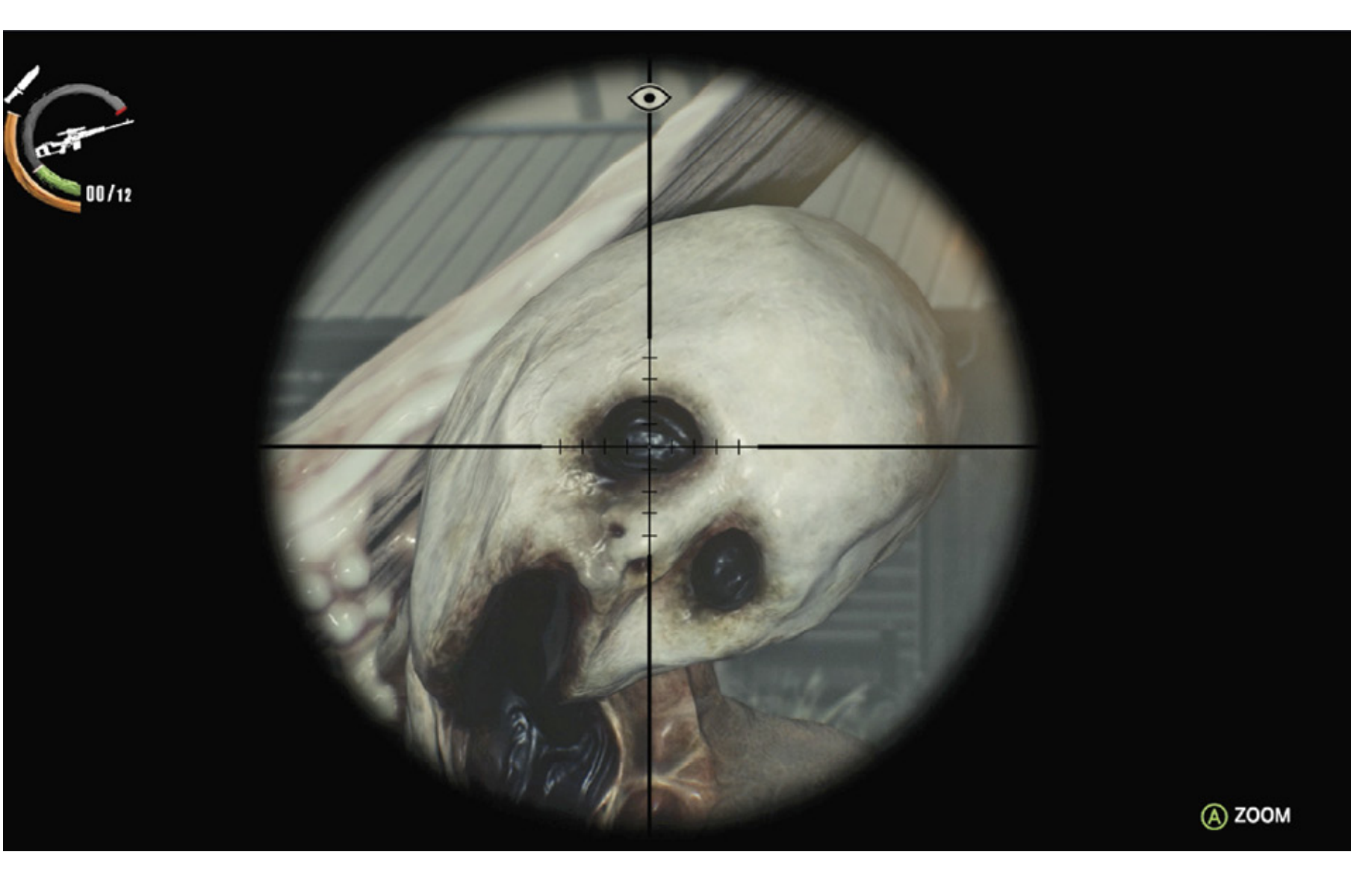
Watch out for the Effigy's charge attack. It comes rumbling at you like a rhino, and inflicts much pain if it strikes.

Try to keep your distance, as the Effigy has a very damaging close-range pole-slam attack.

Two heads are *not* always better than one (especially if you have a Sniper Rifle). You can target headshots on either end of the beast!

Your best tactic is to sprint as far away as possible in the circumscribed arena, pull out your Sniper Rifle, and snipe away at that disgusting red glowing organ. Again, you can also inflict extra damage with headshots. As our testers point out, the Effigy has two bulbous heads that make lovely targets.





However, you won't have time to squeeze off more than two or three shots before the Effigy charges across the space at you, so be ready to take off running at a moment's notice. Keep sprinting back and forth from edge to edge of the arena, setting up to snipe a couple shots, and then sprint again. Keep this up until the Effigy drops dead. Myra's barriers come down and you can pursue her again. But before you go, scour the area for numerous pickups.

Climbing down to the next level triggers a spectacular cutscene: Sebastian catches up to Myra and tries to reason with her, but she has other plans. One of them happens to be the utter deconstruction of Union… and Sebastian ends up falling onto a frozen snowscape. Up on a promontory above, something looks quite familiar.

In Limbo

Sebastian sees his old house at the top of the slope, a final surviving remnant of the STEM world. How did it get there? Surely Myra's new and terrible powers have something to do with it.

OVERVIEW

OBJECTIVES

- Make your way back home

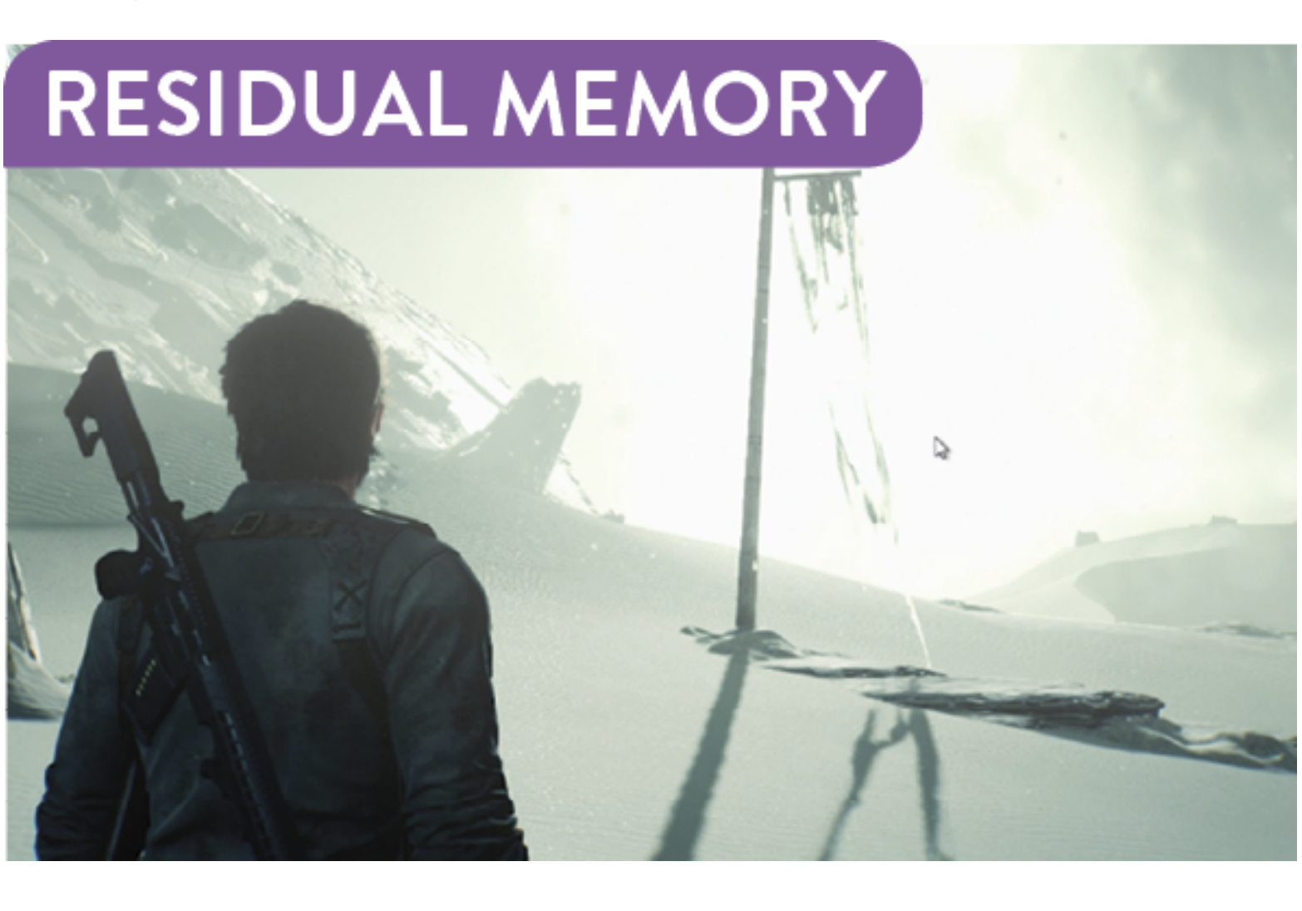
COLLECTIBLES

- 4 Residual Memories

MAKE YOUR WAY BACK HOME

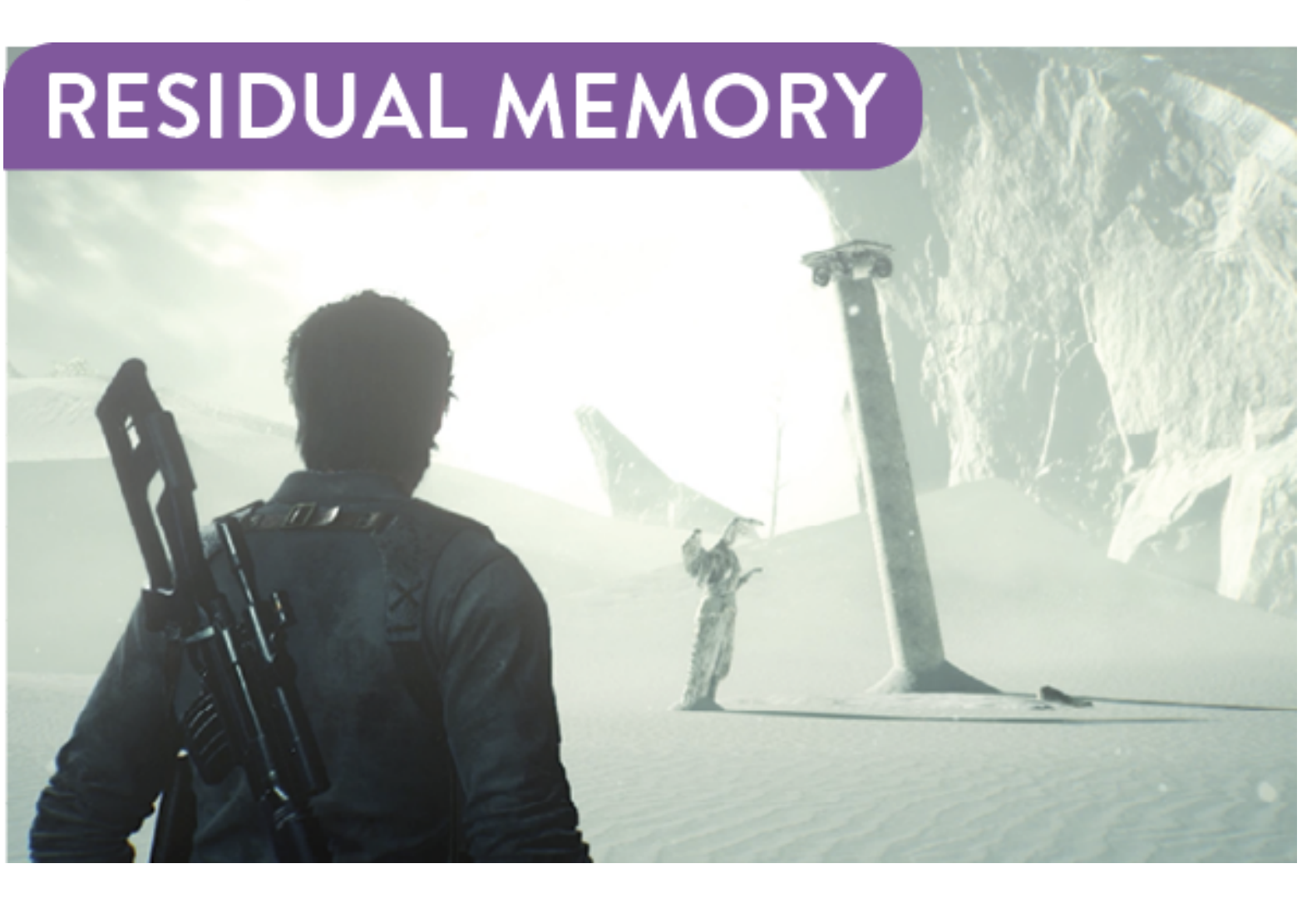
Start climbing. You'll reach the house eventually, but on the way, you encounter a series of four Residual Memories that fill in the last layers of the narrative. The first one is not far up on the left side of the slope under a tall, tattered banner waving in the wind. The second is further up the slope, next to an angel statue and a tall pillar.

"Saving Lily"



Find this memory of Myra, Kidman and Theodore under the tall banner up the left side of the slope. When you approach the shadows, the memory triggers automatically.

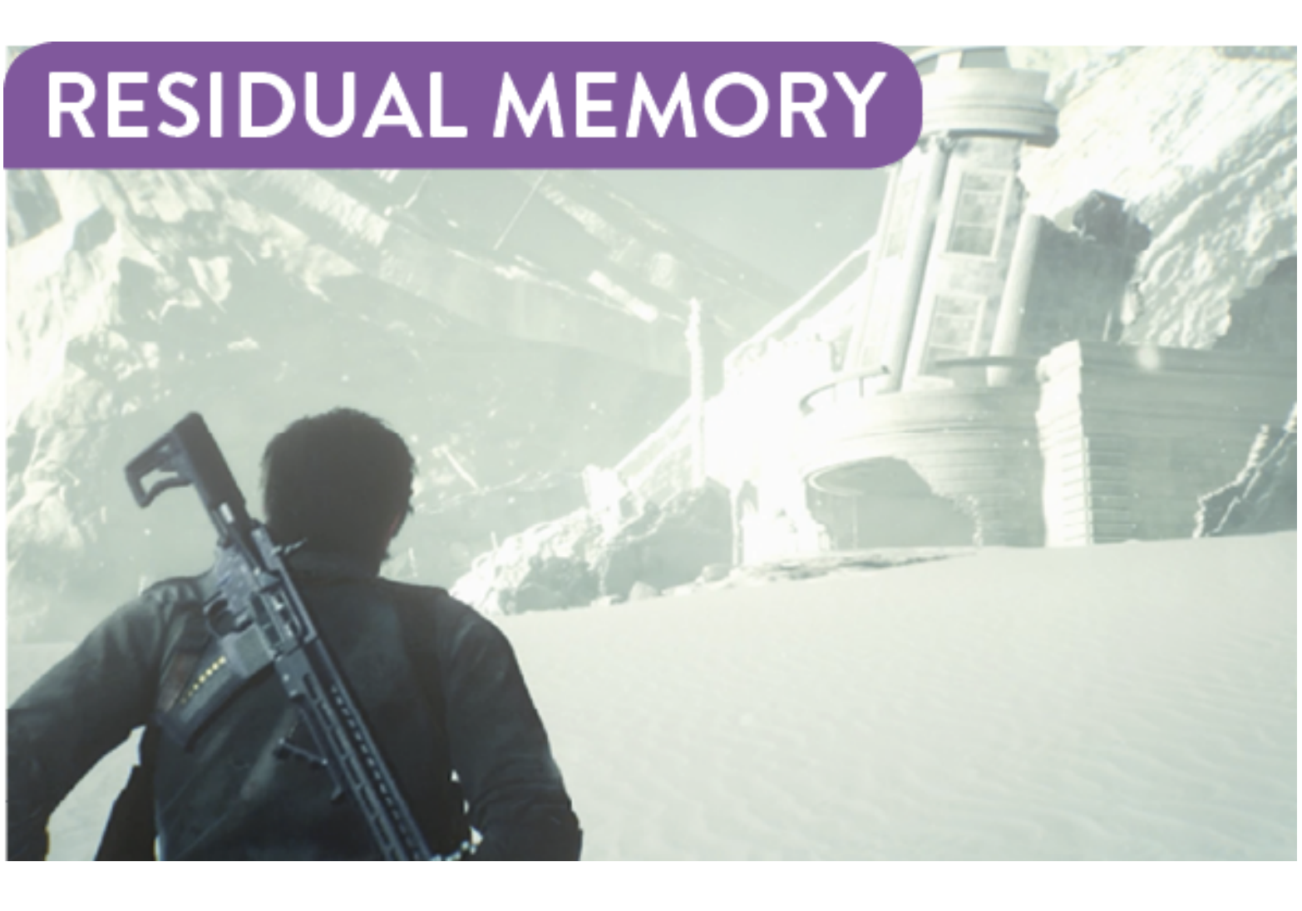
"Last Goodbyes"



Find this memory of Myra, Kidman and Theodore under a towering pillar next to an angel sculpture. When you approach the shadows, the memory triggers automatically.

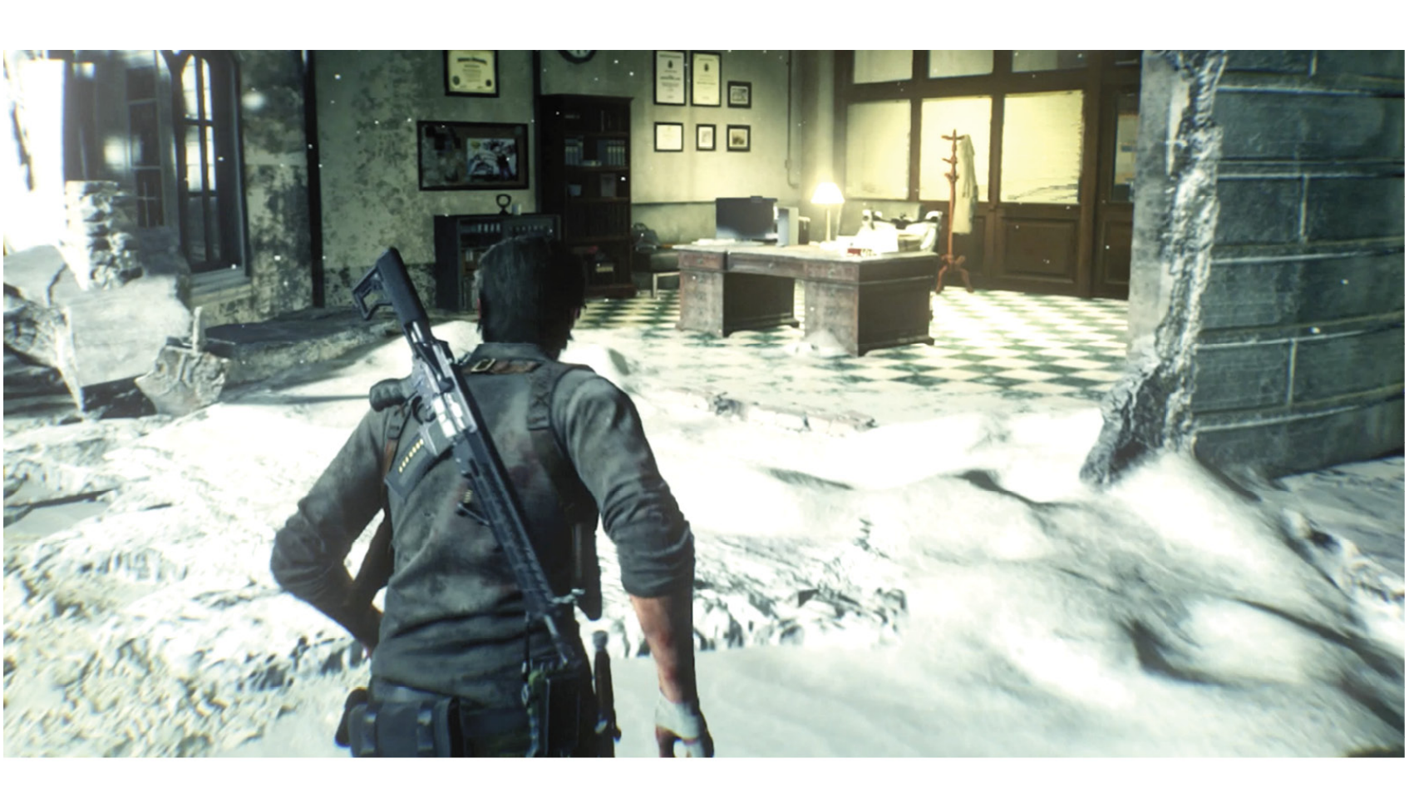
From there, veer rightward toward the ruined building to find the third memory on a rock platform near a hole torn in the structure. After viewing the memory, you can walk through the hole right into Sebastian's Room!

"Myra Betrayed"



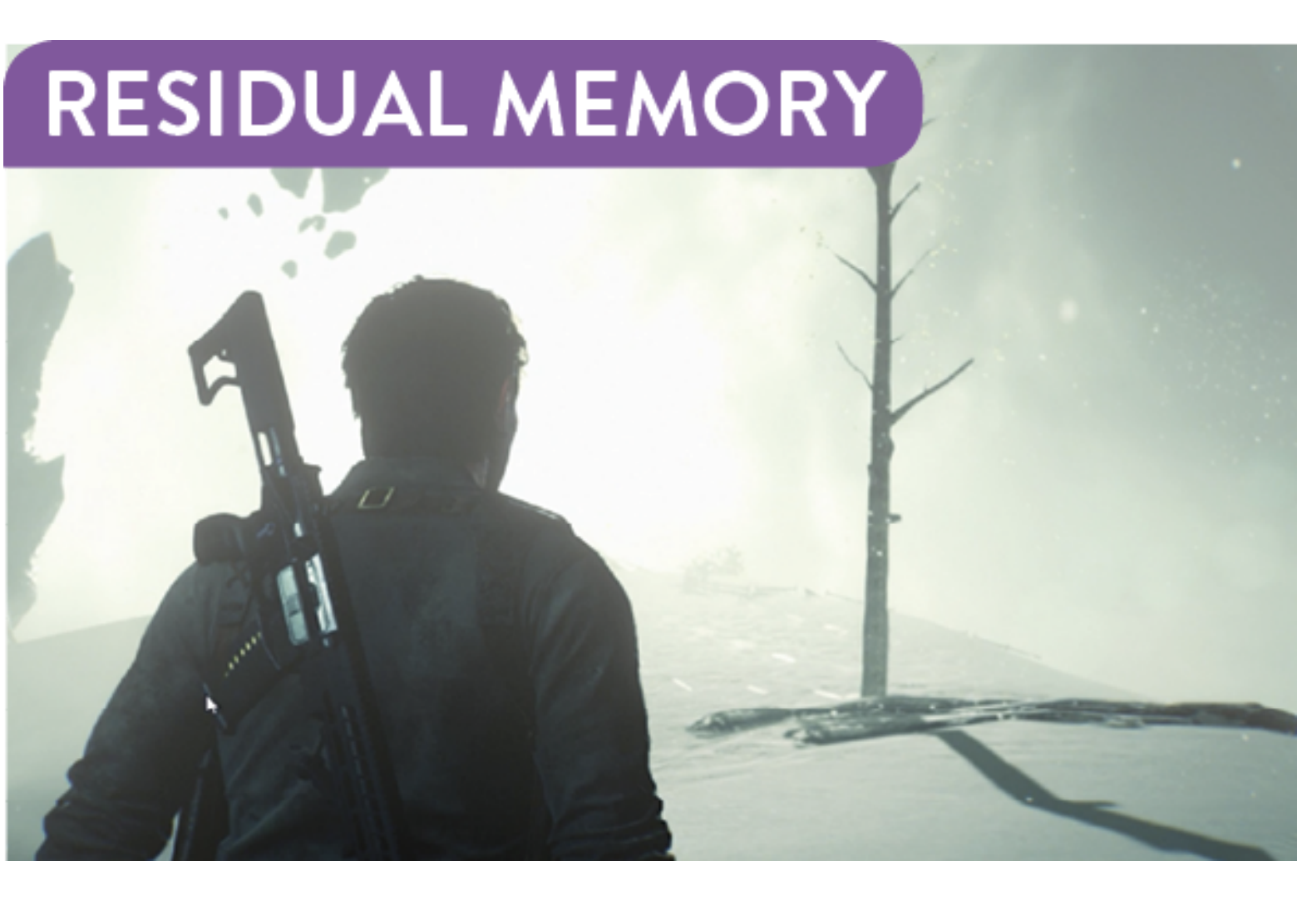
Find this memory of Myra and Theodore just in front of the hole in the wall of the ruined building. When you approach the shadows, the memory triggers automatically.

In Sebastian's Room, grab a handful of pickup items, including a jar of Red Gel sitting next to the now-nonfunctional Mirror. The slide projector is gone, but you can use the Workbench and the upgrade chair. Use the Workbench to max out handgun, shotgun, sniper, and assault rifle ammo with any leftover gunpowder. (Talk to Nurse Tatiana before you leave for an interesting conversation.)



Then save your game and continue your trek toward the Castellanos house. The fourth and final Residual Memory is at the base of the tall, barren tree just up the slope from Sebastian's Room.

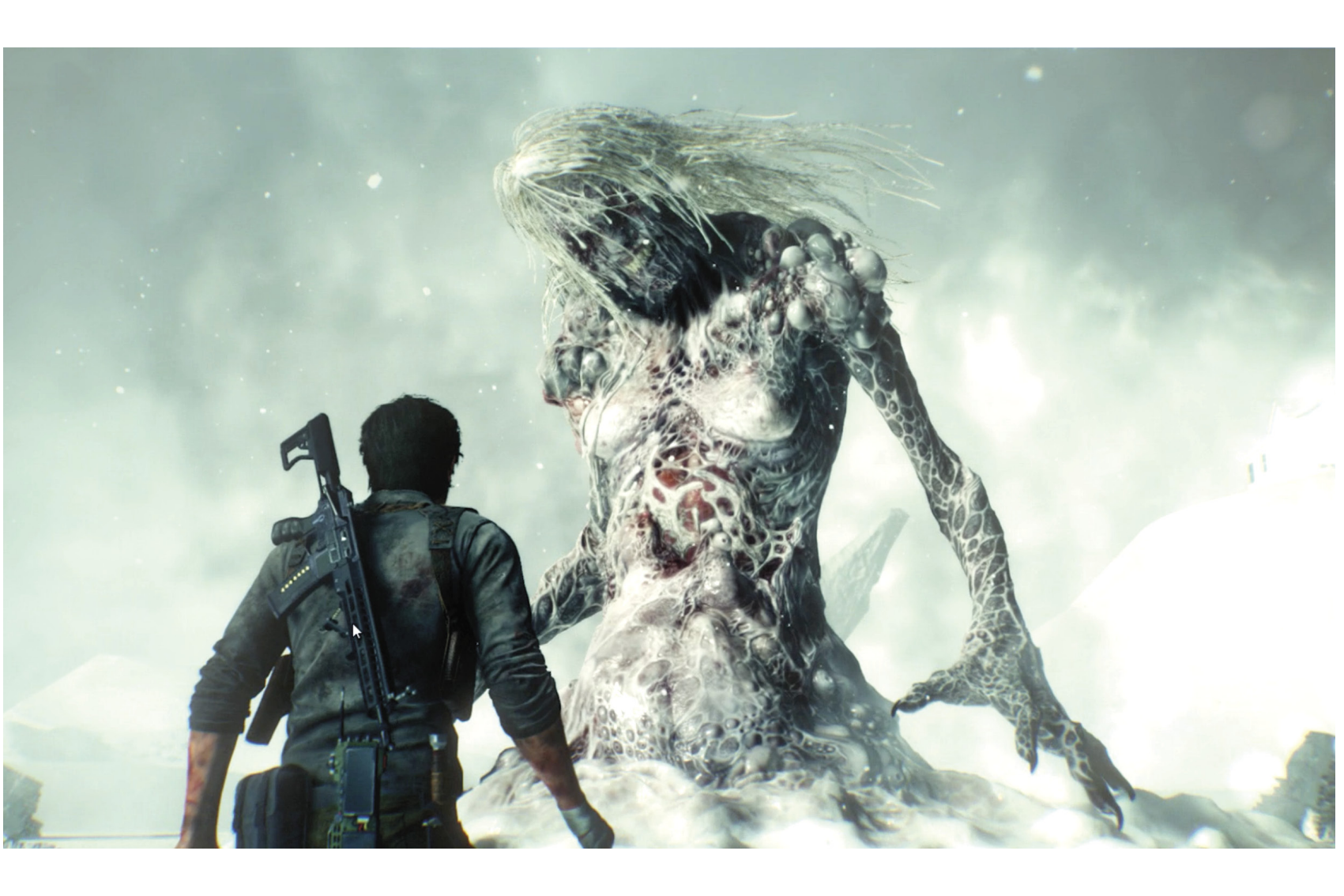
"Freeing the Core"



Find this memory of Myra and Theodore under the lone tree up the slope from Sebastian's Room. When you approach the shadows, the memory triggers automatically.

Once that final memory plays out, follow the fenced lane toward the house where Myra waits.

Sebastian tries once again to talk her into rejoining him with Lily, but Myra's protective instinct has mutated into something obsessive, destructive… and very, very big.



DEFEAT THE MATRIARCH

Here it is, your big finale boss battle. The Matriarch is big and powerful, with multiple attacks that evolve through three phases of battle.

Tips from the Testers

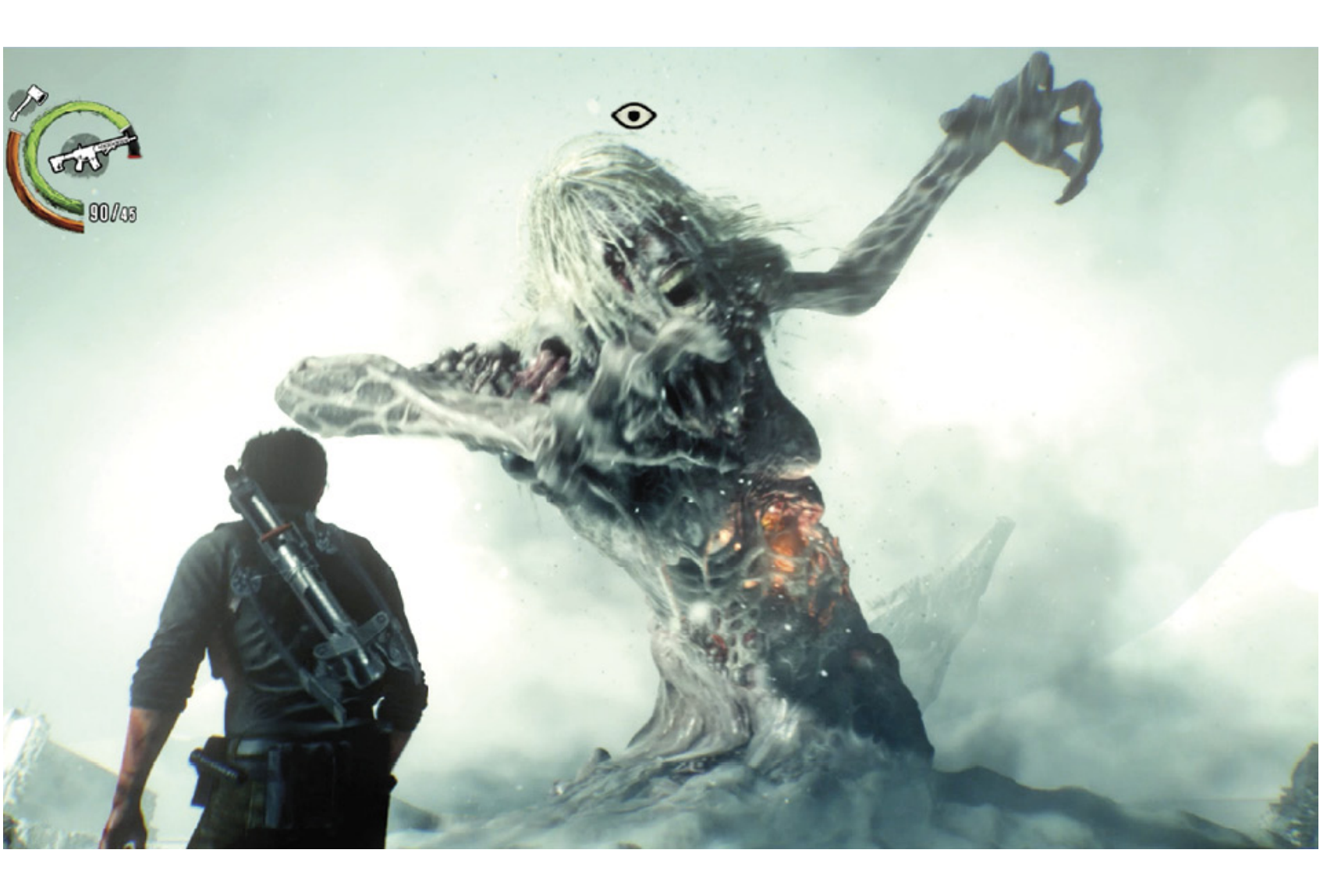
Watch the Matriarch's movements carefully to avoid her attacks—she winds up to strike!

The Matriarch often slumps and becomes vulnerable between her attacks, so time your shots carefully.

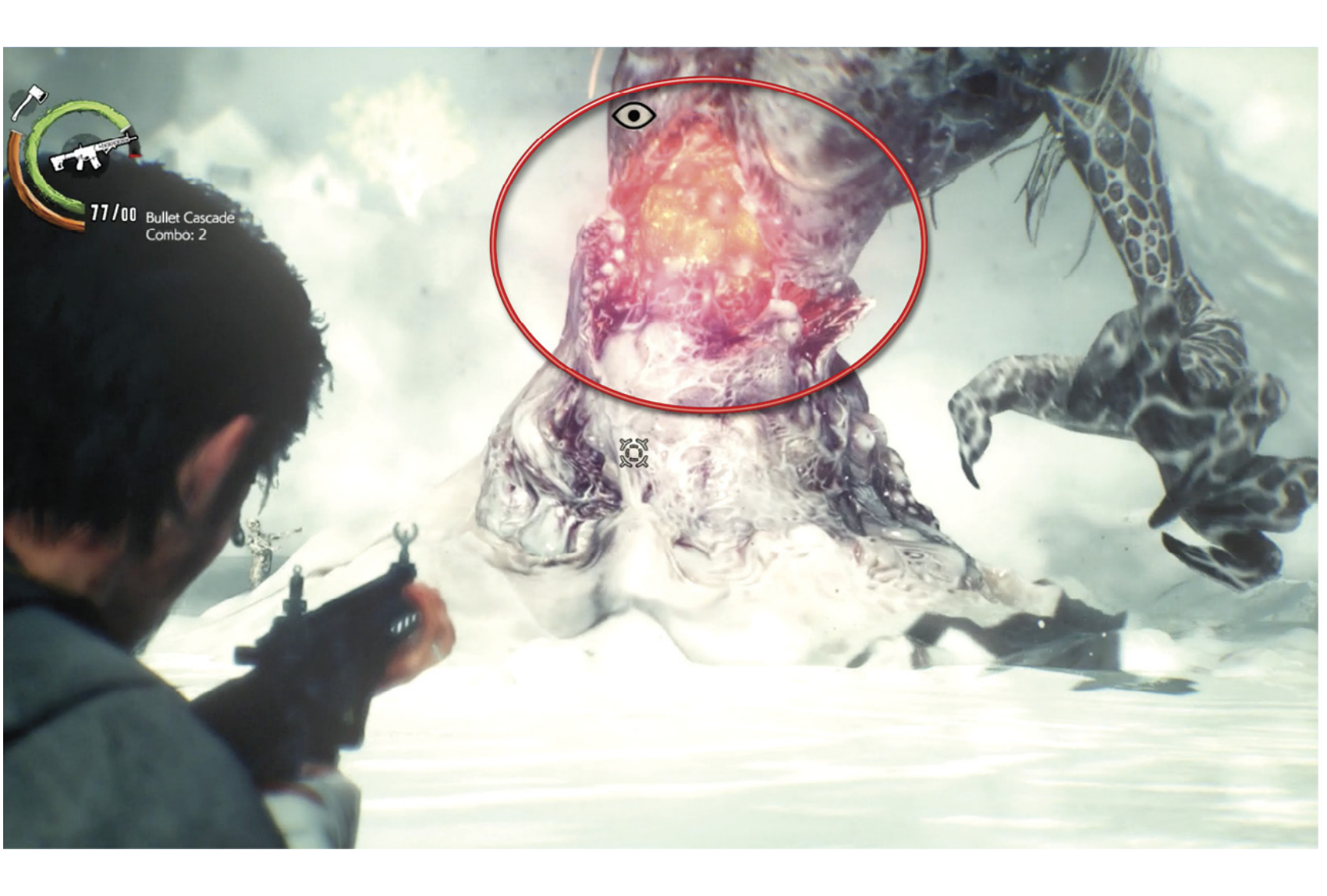
To conserve ammo, stomp the spiders she spawns instead of shooting them. Note that squashed spiders also drop materials that can be used to field-craft additional ammo.

Phase 1

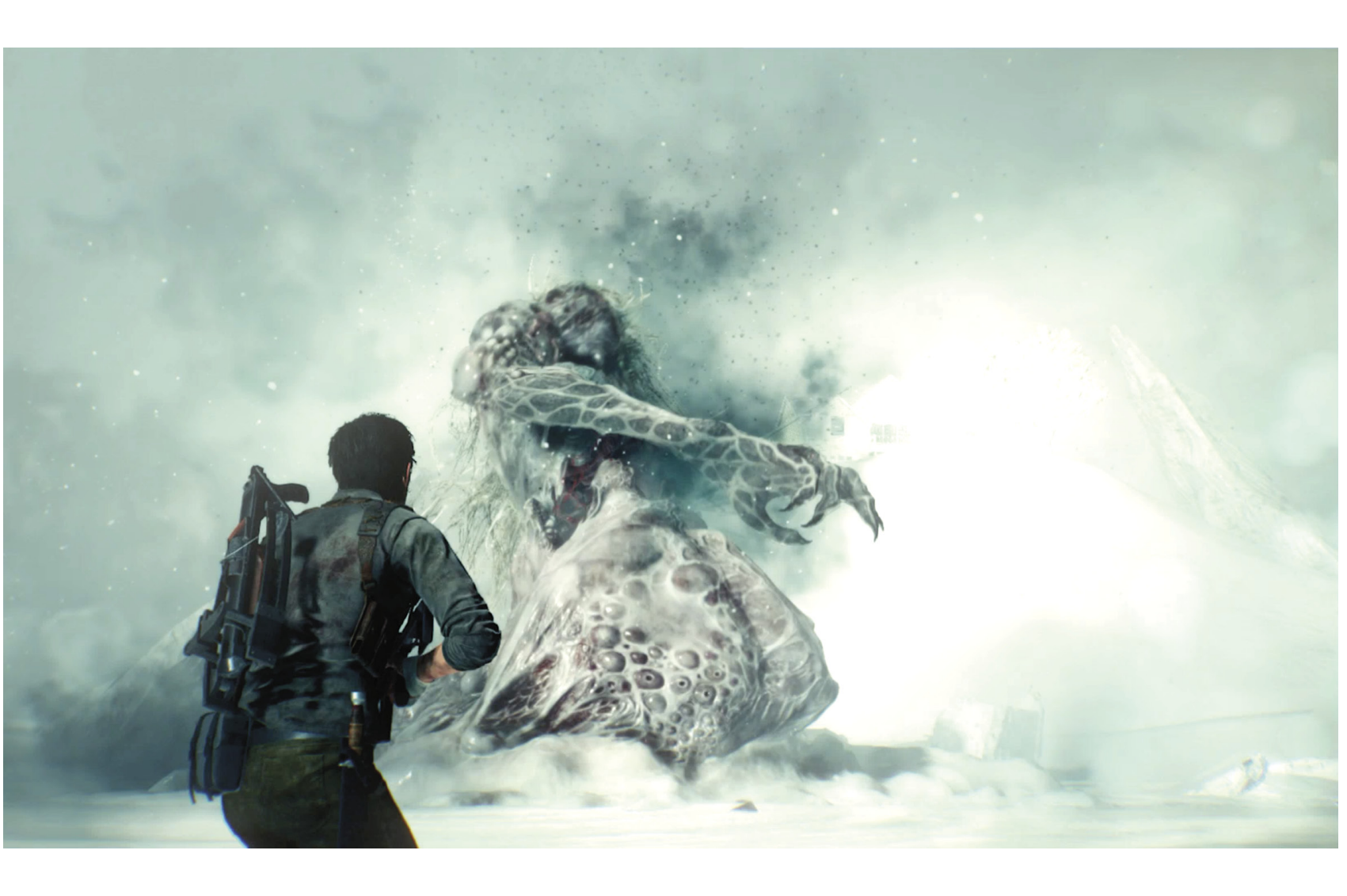
The Matriarch starts out swinging with three basic attacks. The most common is a one-handed ground-slam that sends a deadly but narrow shockwave rolling toward Sebastian. This is fairly easy to sidestep; just keep a sharp lookout for her big windup, then dodge sideways as she delivers the blow.



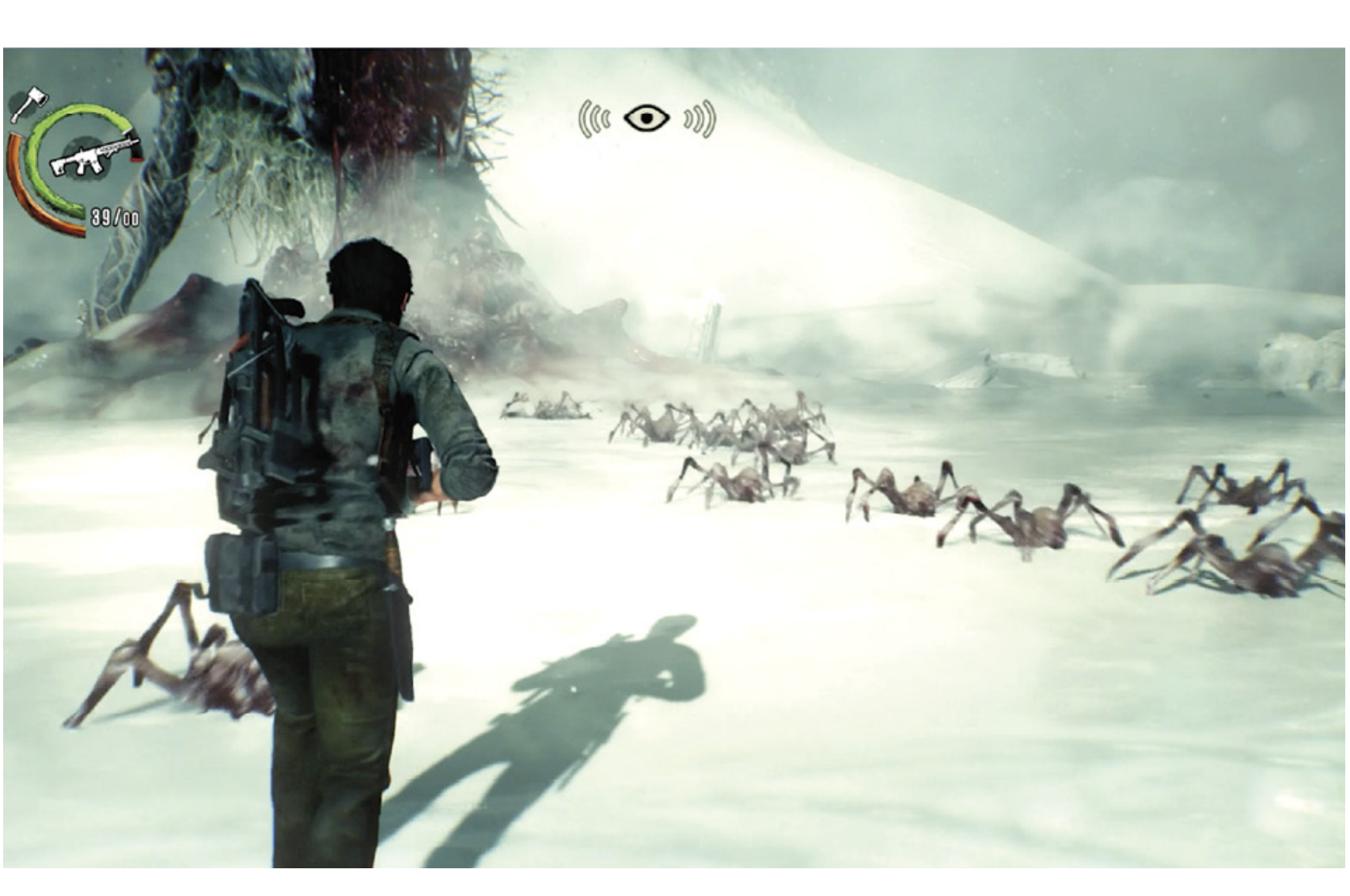
Every few hits this attack turns into a three-slam series from alternating fists, but again, keep moving sideways to dodge all three shockwaves. Her third attack is a sweep move; she slams down an arm then sweeps it completely across the space in front of her. This won't cause damage if you keep your distance.

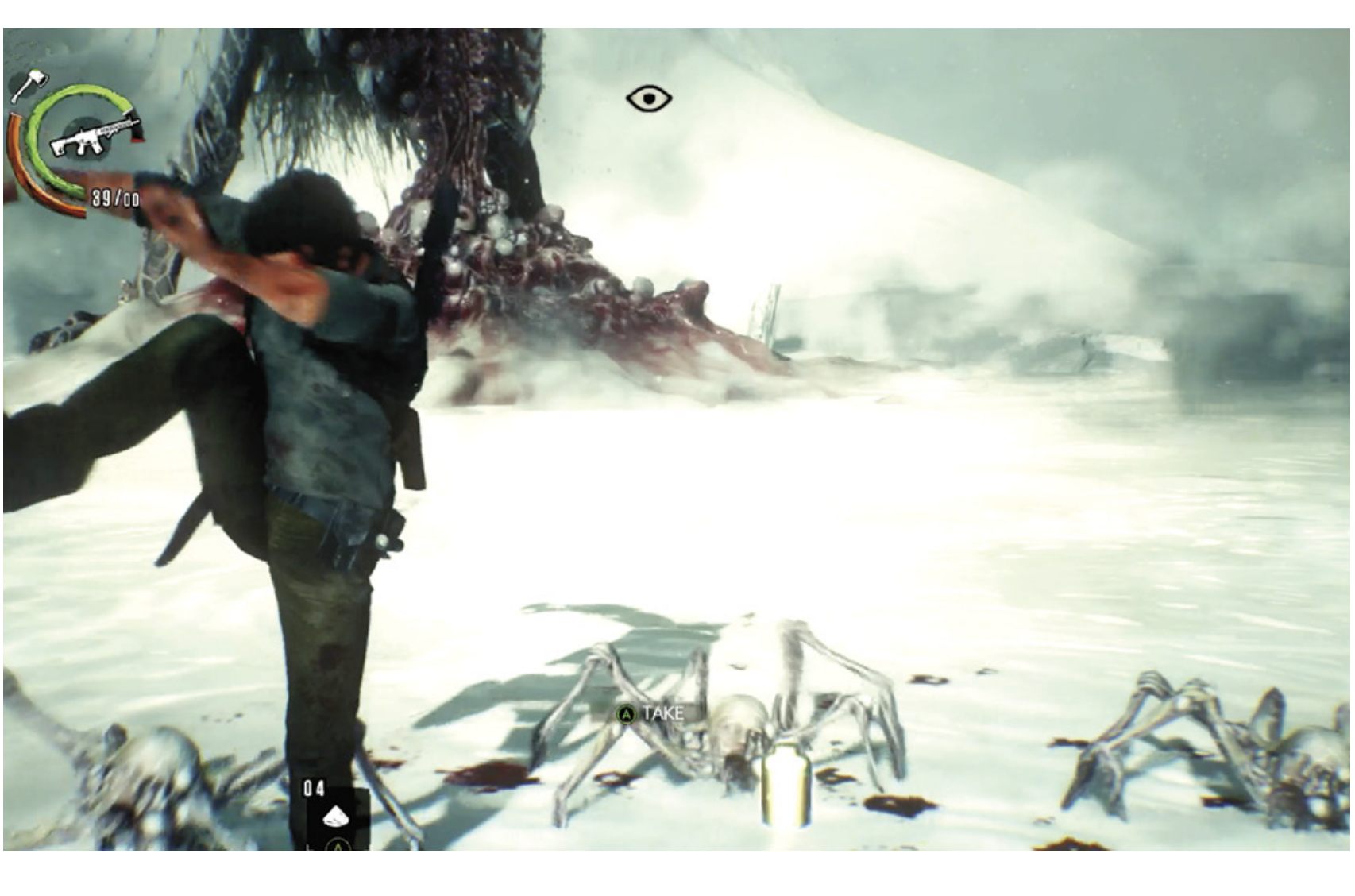


As with other bosses you've met, the Matriarch's weakness is the red glowing organ in the center of her torso. Target this spot with every shot! Your first hits tear away a protective membrane, and the organ glows even brighter red. Keep shooting it between your sidesteps. Once you inflict enough damage, her belly extends and bursts, expelling a swarm of spiders that rush to attack!



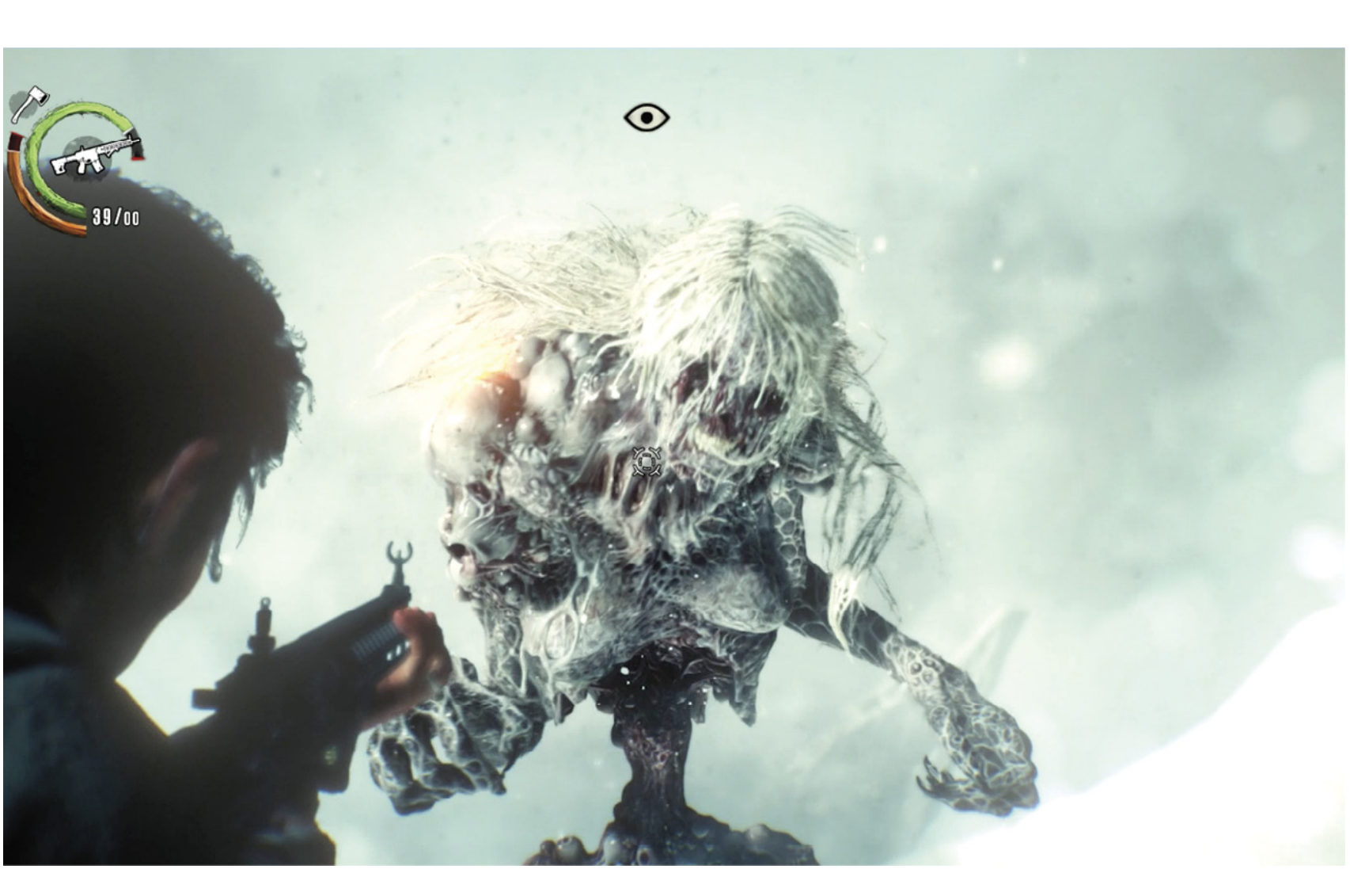
As our QA experts point out, stomping these spiders instead of shooting them saves ammo… and actually, it turns out to be the most effective way to annihilate the swarm quickly. This spider swarm also triggers the next phase of the fight.

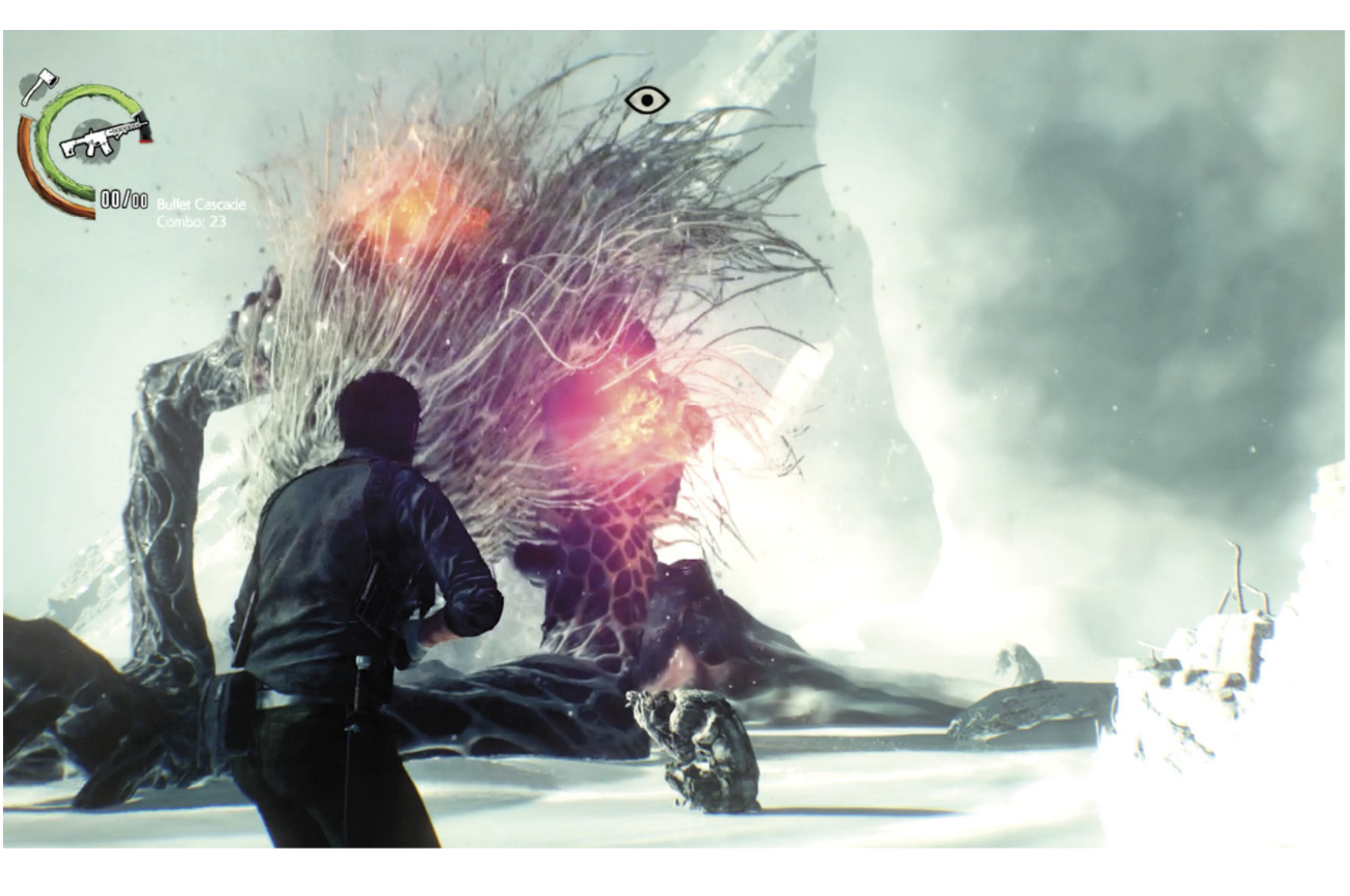




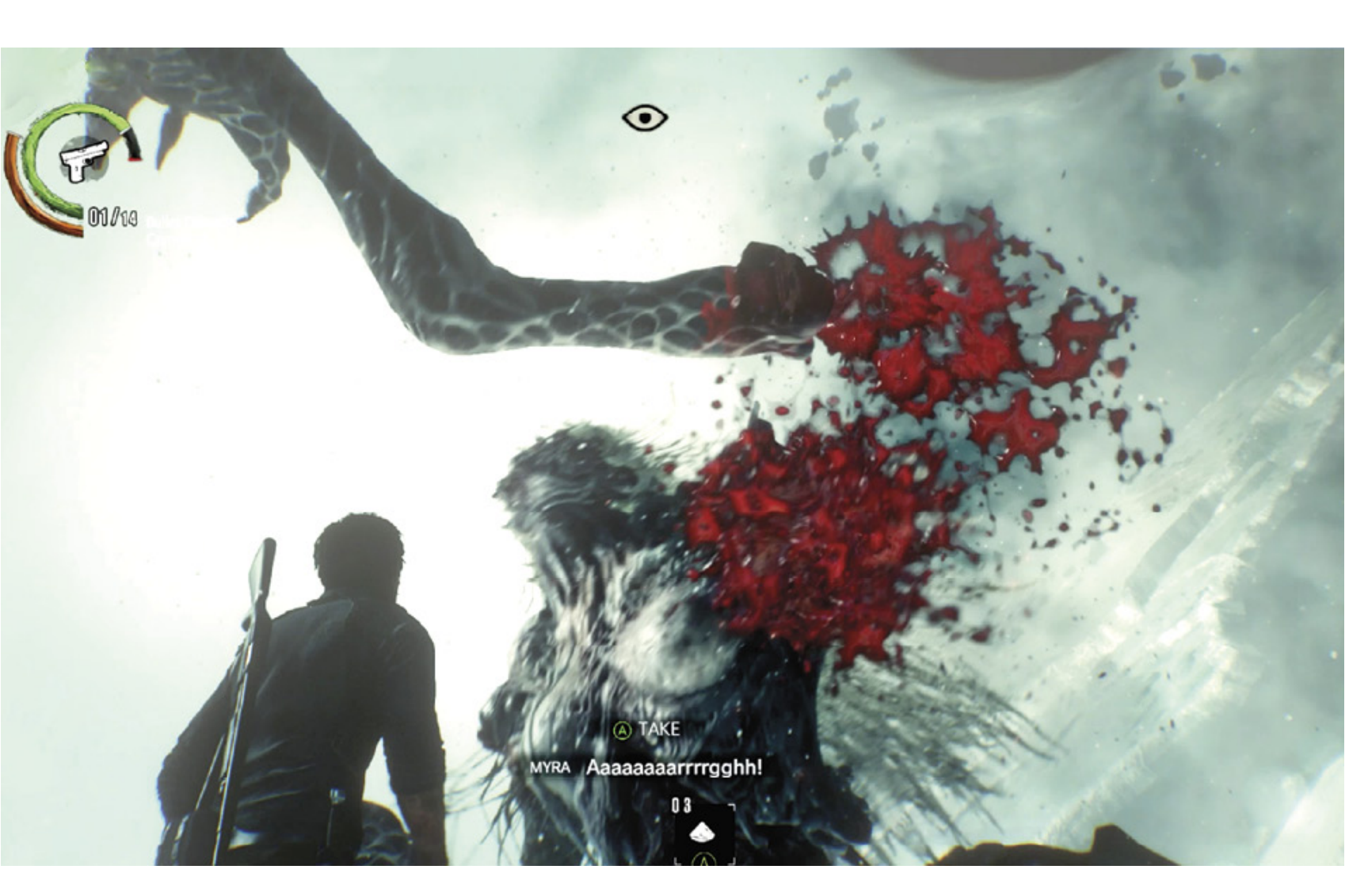
Phase 2

The Matriarch has thinned out in the middle, but she retains much power, and her basic attacks continue. But be aware that her three-hit combo now adds a fourth hit, a double-fisted ground-slam that sends out a wider shockwave. Note that although she has two red vulnerable areas now, they are hidden behind her shoulders, facing away from you. Wait to shoot until the Matriarch finishes an attack move; she hunches forward for a few seconds, exposing both red spots on her shoulder blades.



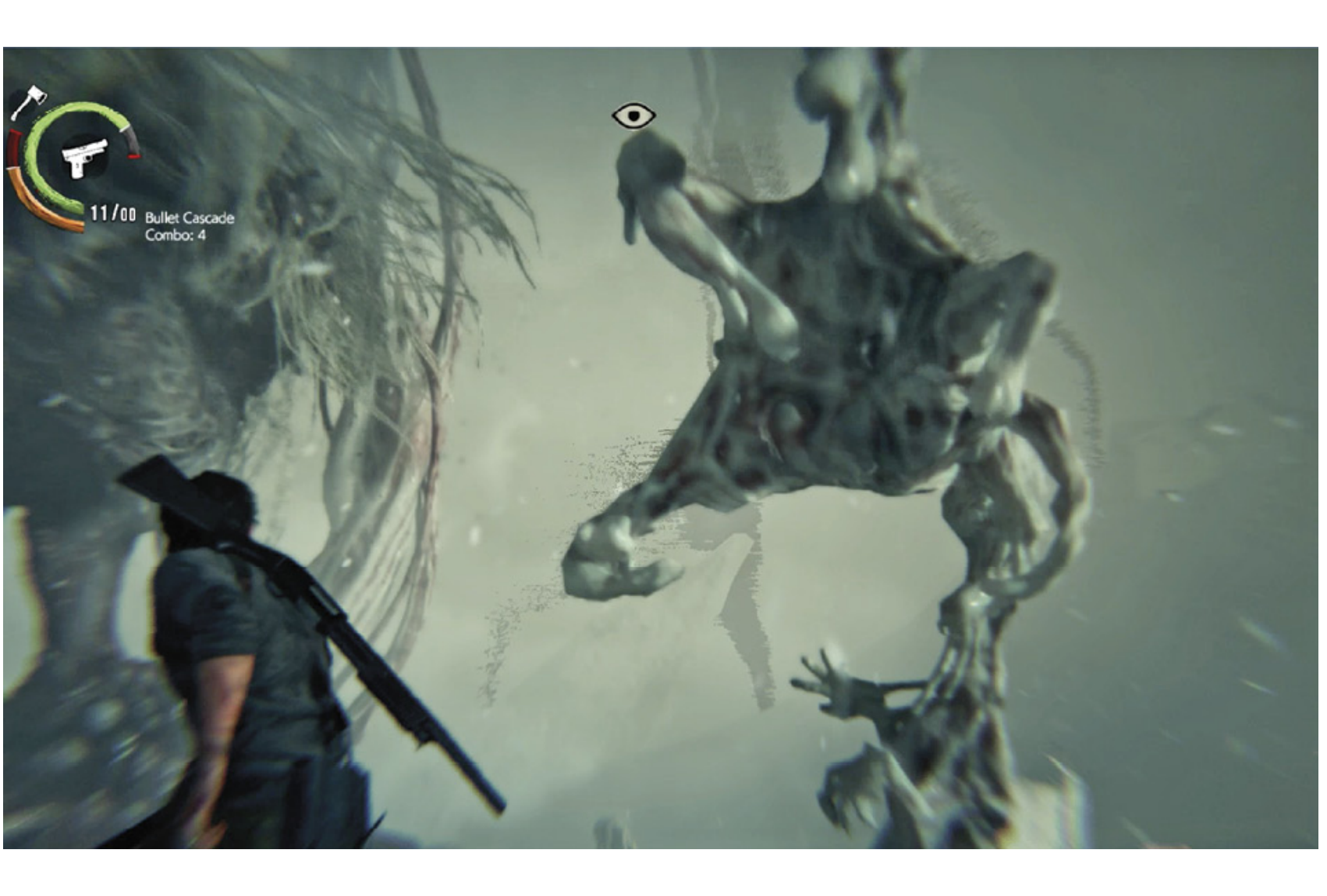


When you nail the red spots enough, you blast one of her arms completely off! Unfortunately, it takes on a life of its own and suddenly grabs Sebastian. Now you must shoot the pulsing red blob on the severed arm until it releases Sebastian. This ends the fight's second phase.

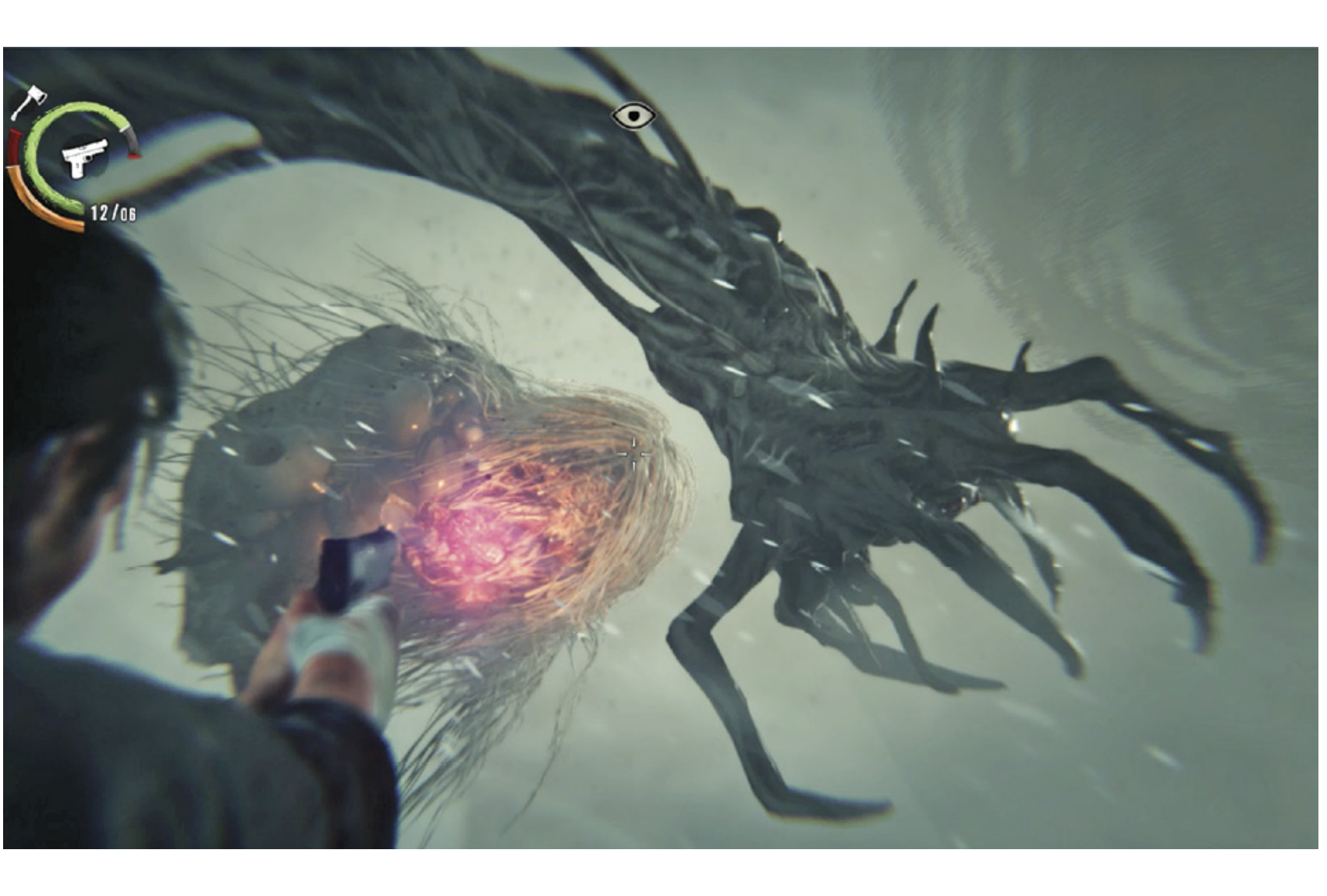


Phase 3

The Matriarch sprouts something that's better than an arm—it's a living tentacle with six massive, razor-sharp claws. Avoid this thing at all costs. She also starts sprouting smaller arms that burst up from the ground near you. Keep running back and forth, ready to open fire the moment she grasps and misses you. As before, she hunches over after she strikes, exposing her red shoulder spots again. Watch out for a few more spiders too.



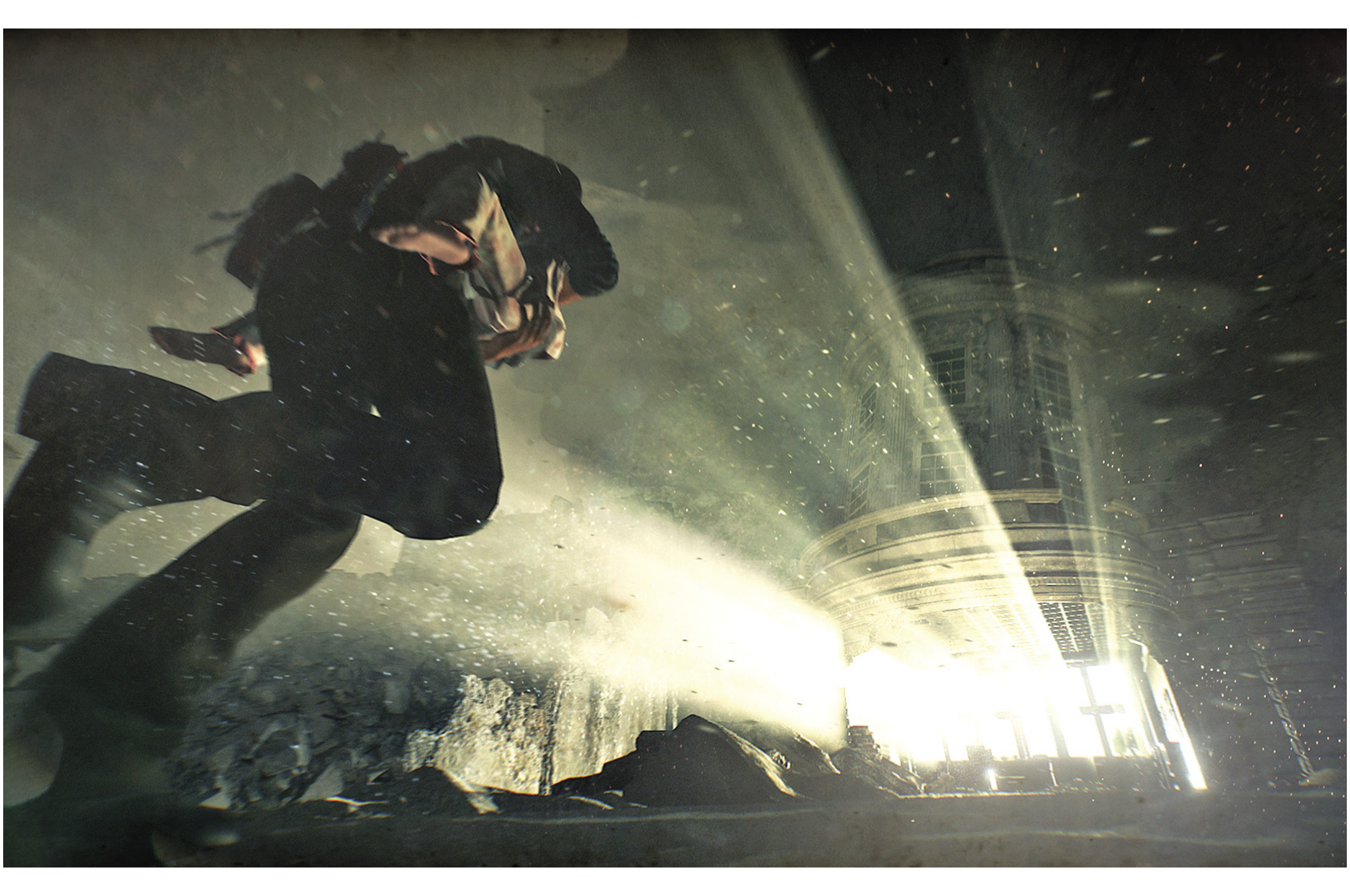
When you hit her shoulder spots enough times, she makes one last transformation—her face turns into her red vulnerable area. You're close now! Keep moving, dodging the nasty tentacle, and emptying ammo into her face. It may not seem like it, but eventually she will expire.



After the fight, Sebastian wades into the white muck to fish Myra out of the melted remains of the Matriarch. Myra convinces him, against his wishes, to continue up to the house without her. His primary concern must now be Lily.

Story Walkthrough

A Way Out



When the Matriarch falls, your heavy lifting is done. But Sebastian is not out of the woods yet. His family is stuck in STEM, and Mobius still wants their Core back. Fortunately, the Castellanos crew has a good ally on the inside.

OVERVIEW

OBJECTIVES

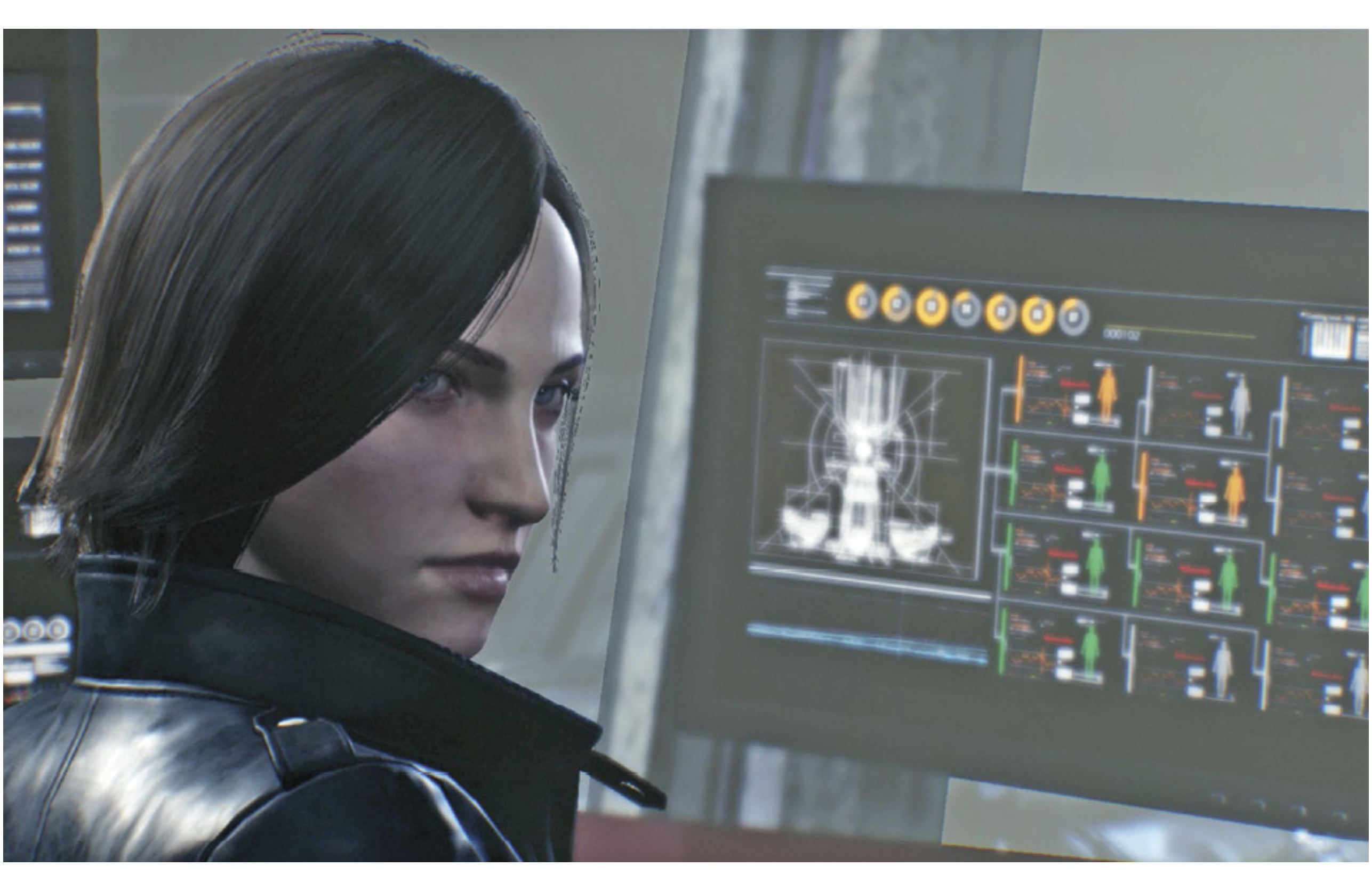
- Find Lily and get her out of STEM

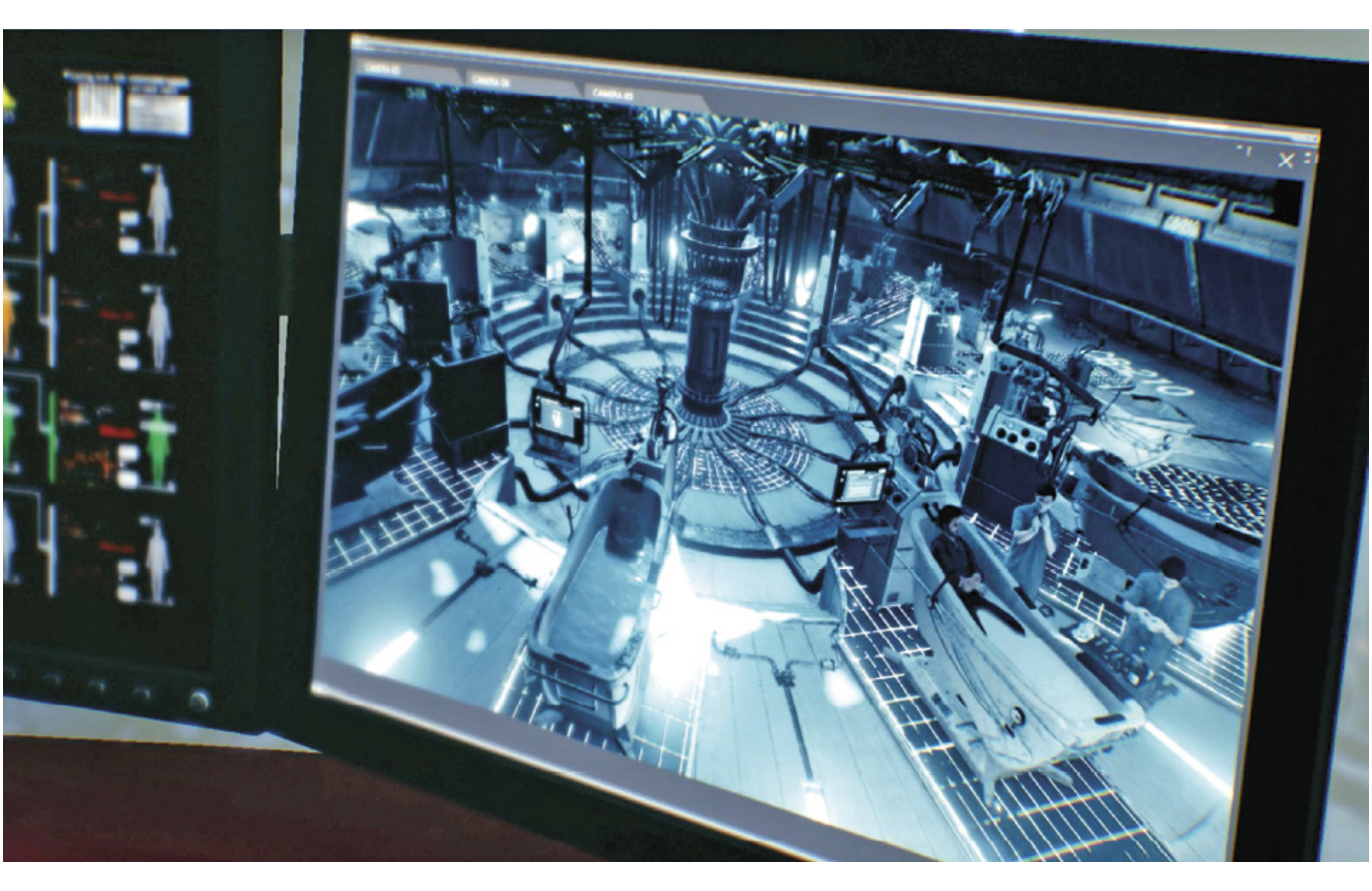
COLLECTIBLES

- None

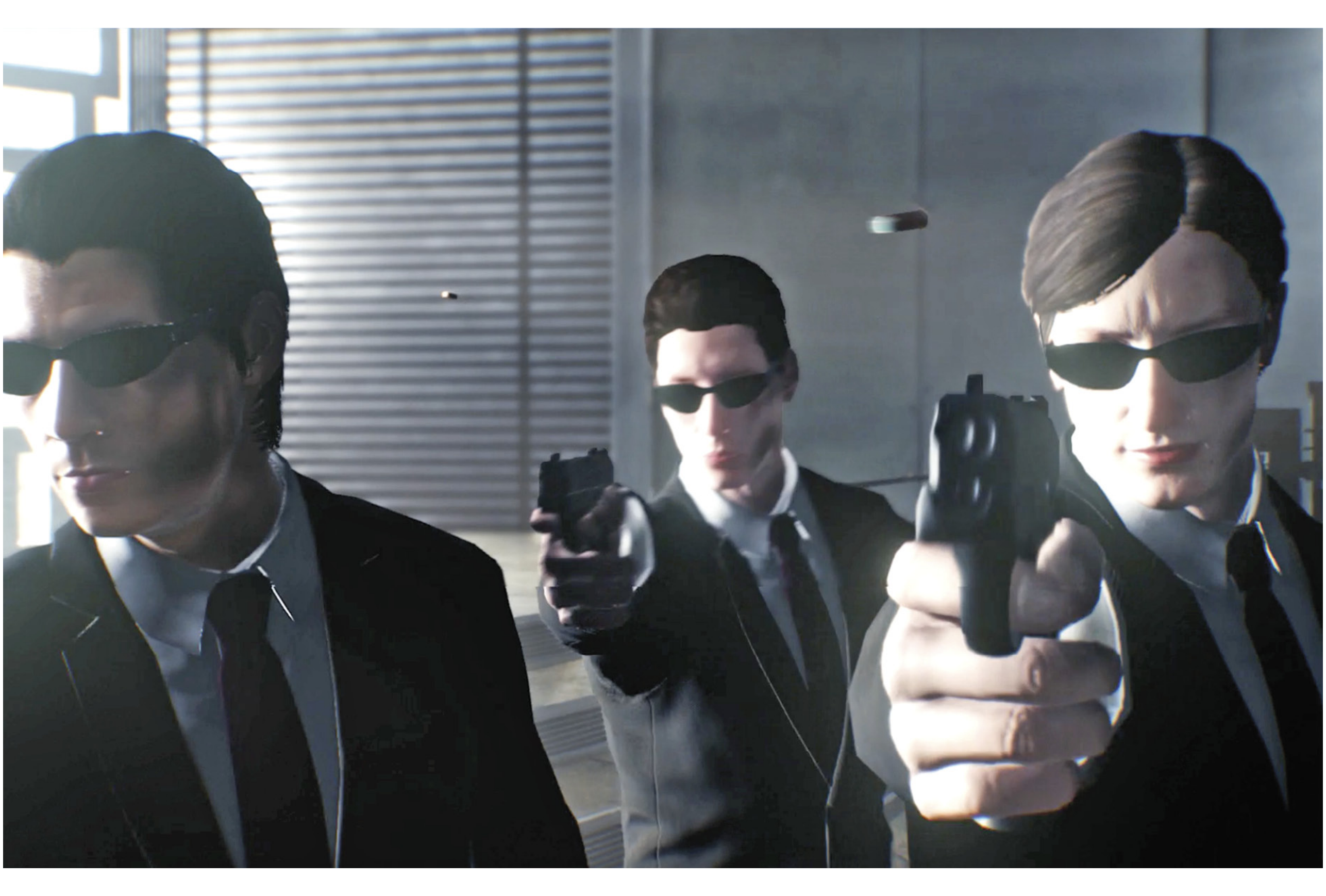
FIND LILY AND GET HER OUT OF STEM

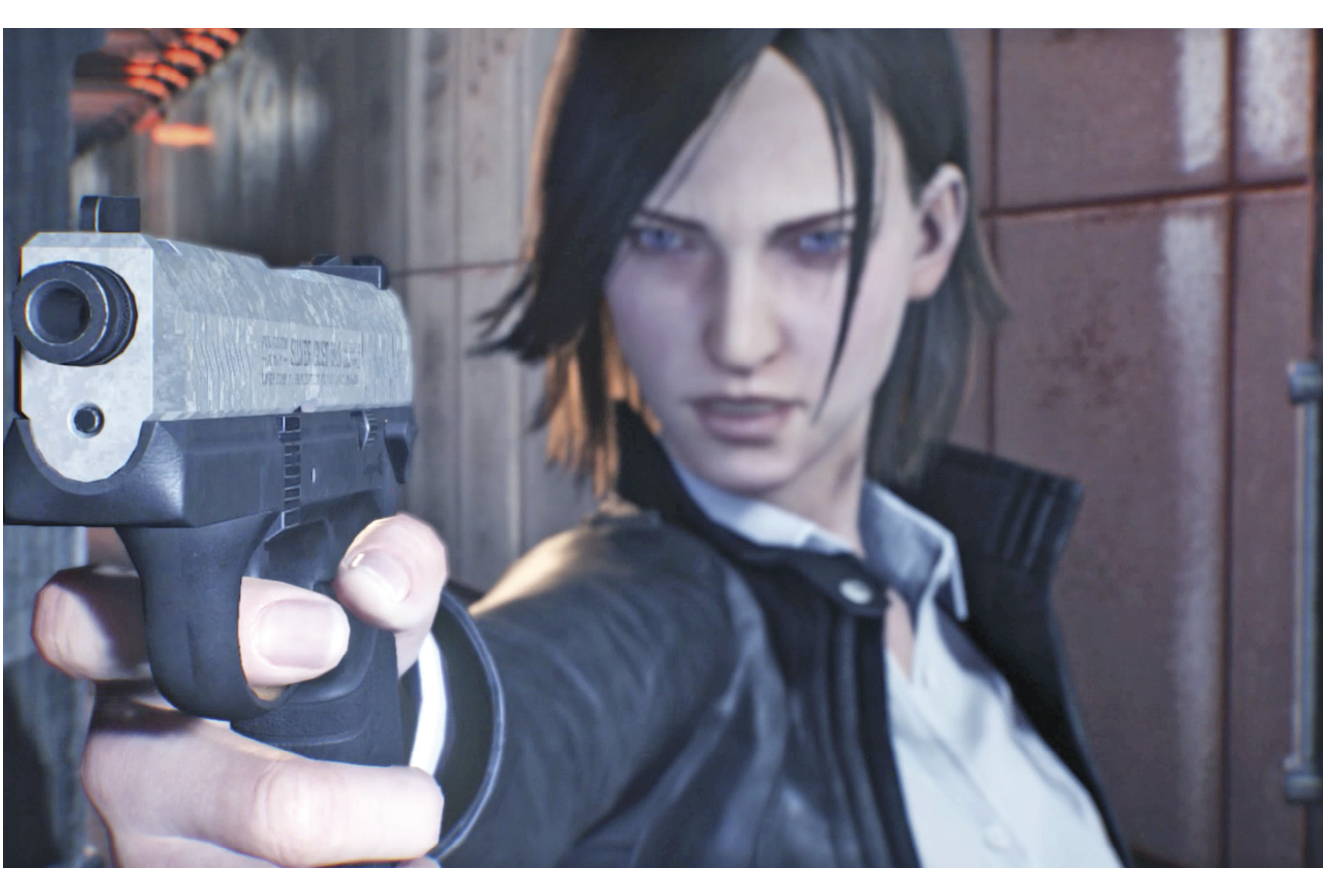
Follow the snowy path upwards, climbing walls on the way, to the house at the top. Pushing open the front door triggers a jump cut to Kidman's arrival at Mobius headquarters. The place is buzzing with activity as technicians track Sebastian's search for Lily. ("The Core has been located! The Marker is approaching her.") You learn that the Mobius Administrator wants the Core back at all costs. After that, the "Marker" becomes expendable.



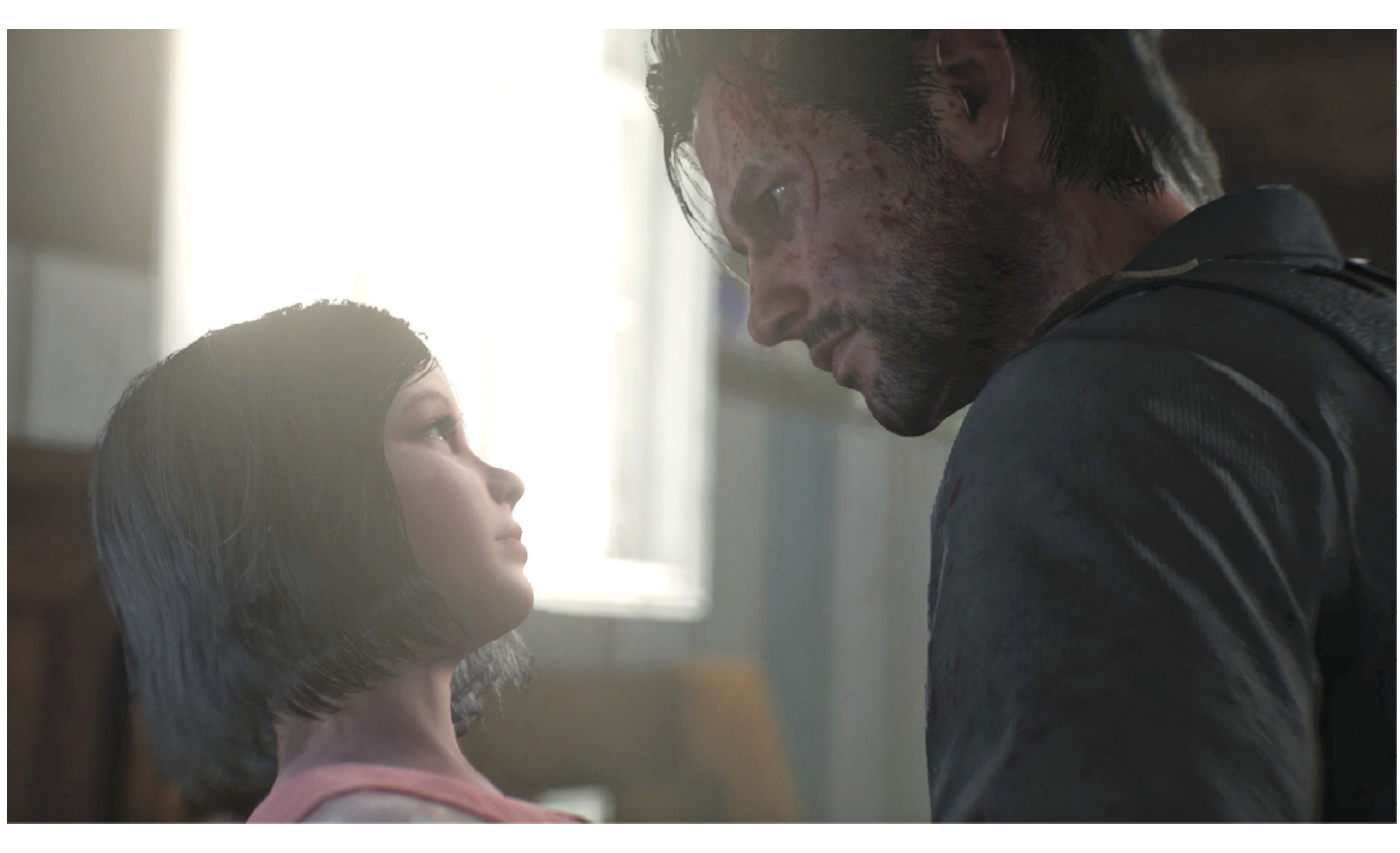


Kidman is given the order to instruct Sebastian to bring in Lily, but she refuses and ends up in a gunfight with Mobius agents. When gameplay resumes, you control Kidman. Gun down the first four Mobius agents in the Control Room. (You have unlimited ammo, but you do have to reload after every six shots. Also note: Kidman can't move from her spot.) Dropping the last agent triggers a quick cutscene that ends with another jump cut back to Sebastian.

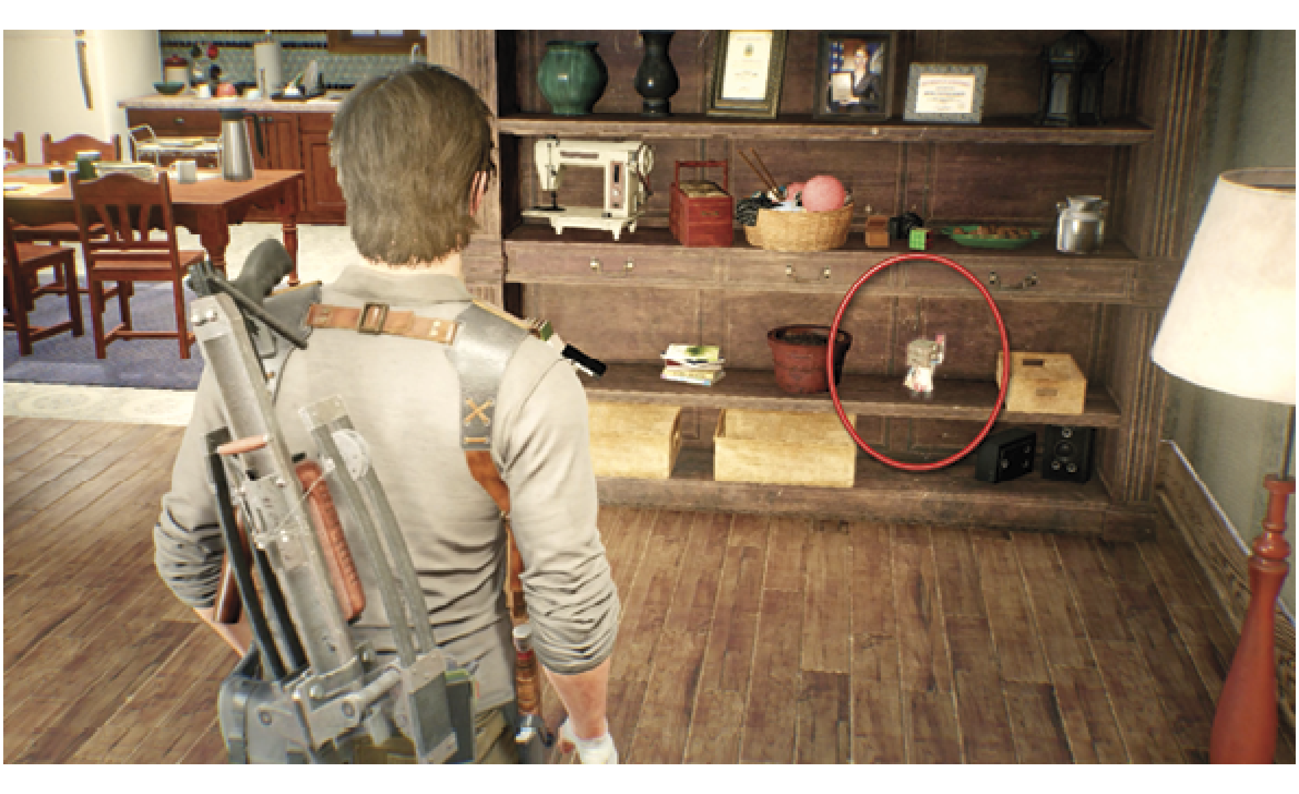




Climb the stairs and enter Lily's room. This move triggers a long cutscene: Sebastian carries Lily downstairs where Myra is waiting. Watch the touching scene between Lily's parents. It ends as Sebastian heads out the door with his daughter… and another jump cut back to Kidman in the heat of another firefight.



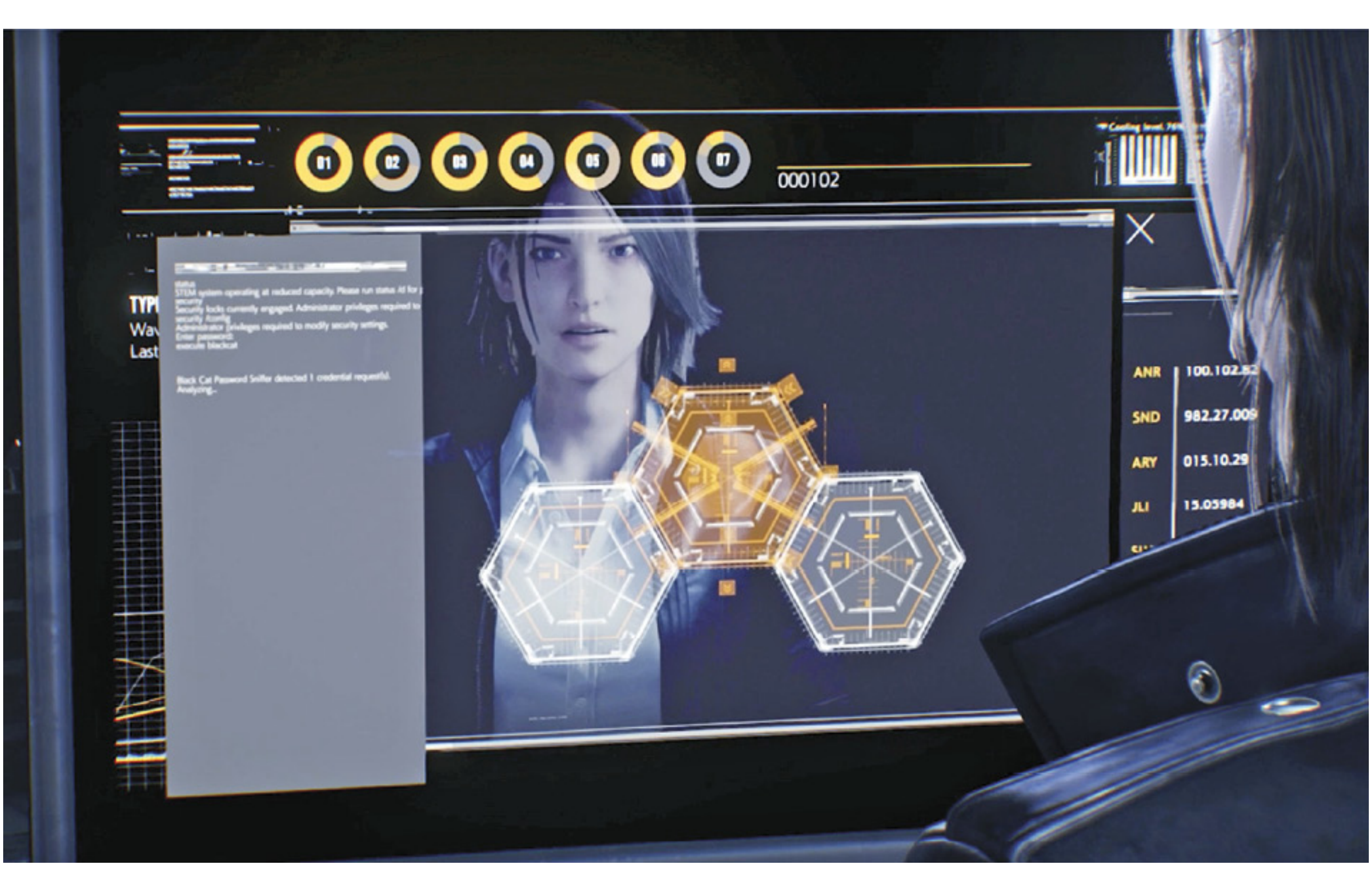
Mysterious Toy

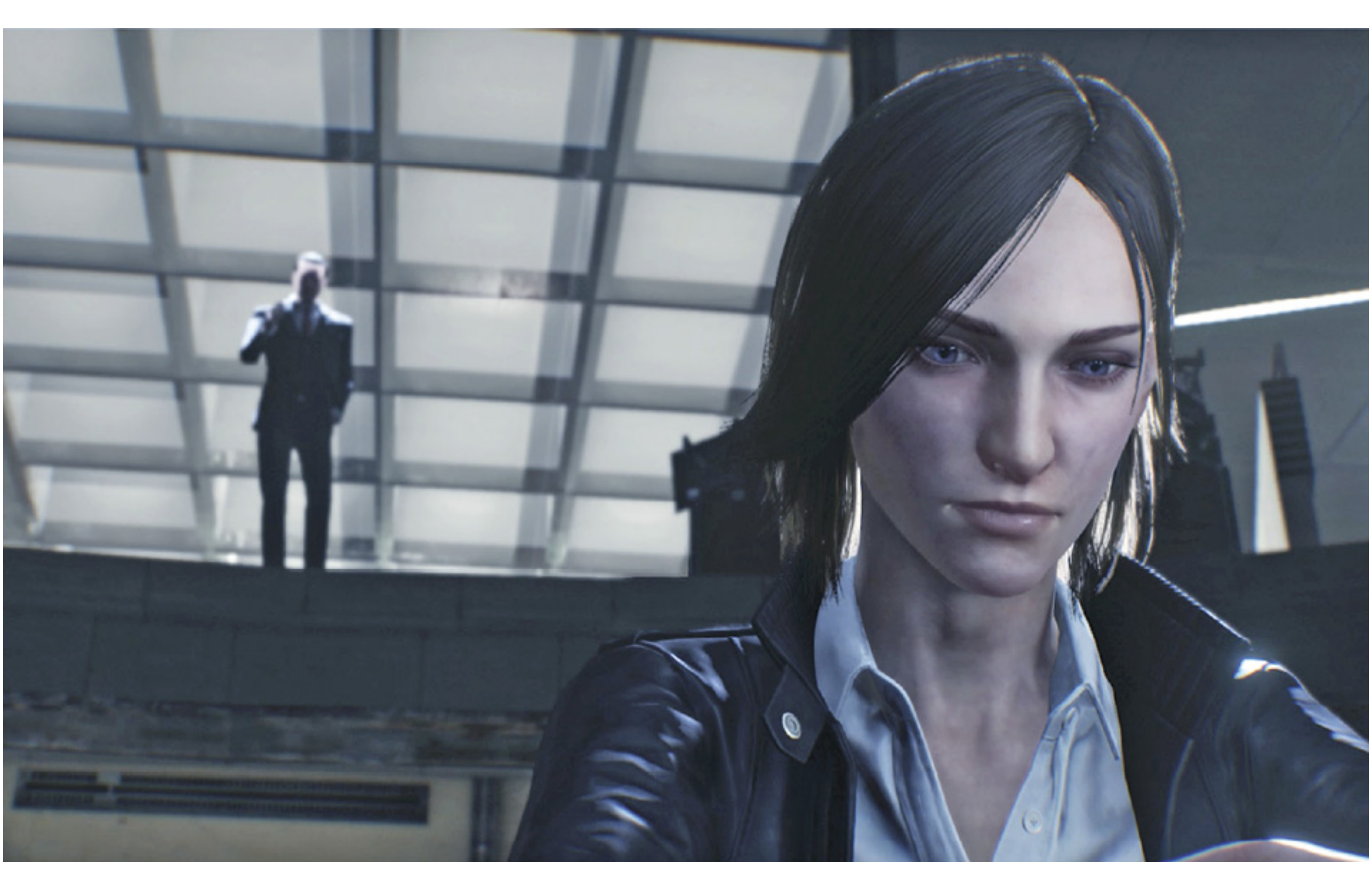


This final Mysterious object sits on the big shelf in the living room of the Castellanos house. (Yes, that's a toy version of The Keeper.)

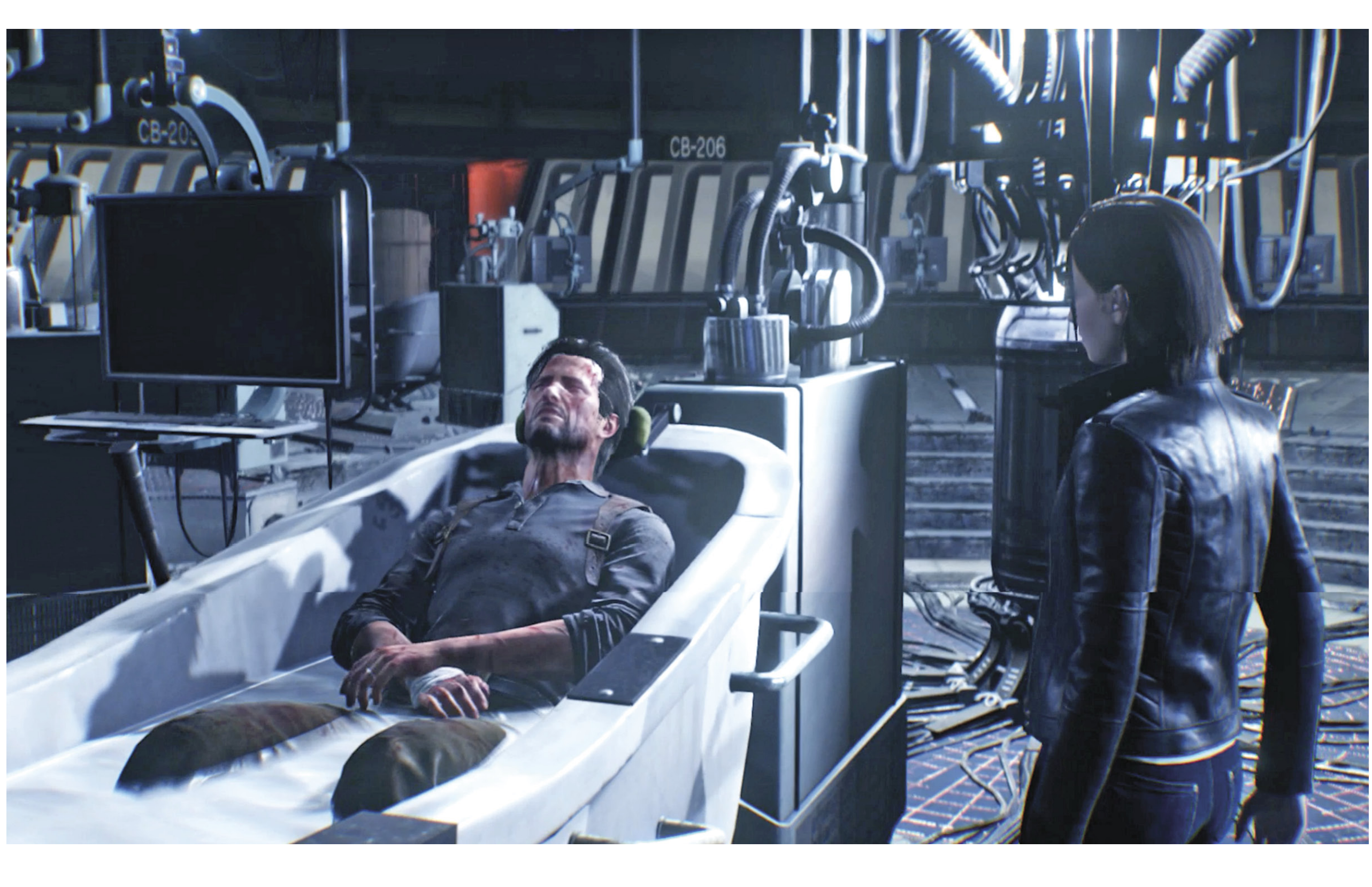
Playing as Kidman again, gun down the three Mobius security personnel armed with assault rifles. Watch out for their grenades! When you see a grenade tossed, duck back down into cover behind the equipment cart. (As before, Kidman can't move from that spot.)

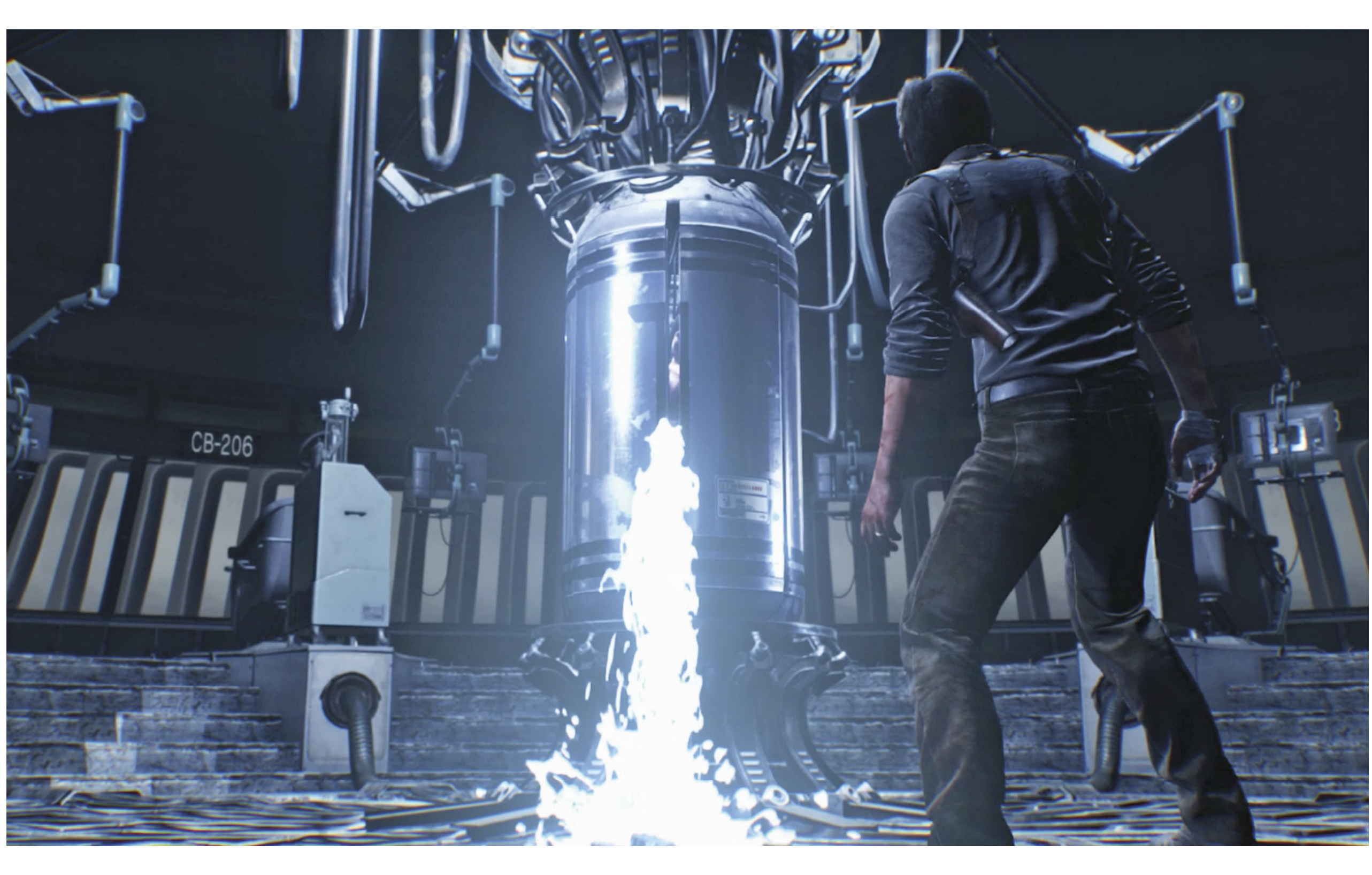
Run down the hall, descend the stairs to the right, and sprint the length of the long corridor leading to the STEM Room. Reaching the doors triggers a cinematic: Kidman clears out the medical team and locks down the room. As she works to extract Sebastian and Lily from STEM, she endures cajoling and threats from the Administrator up in his observation room.





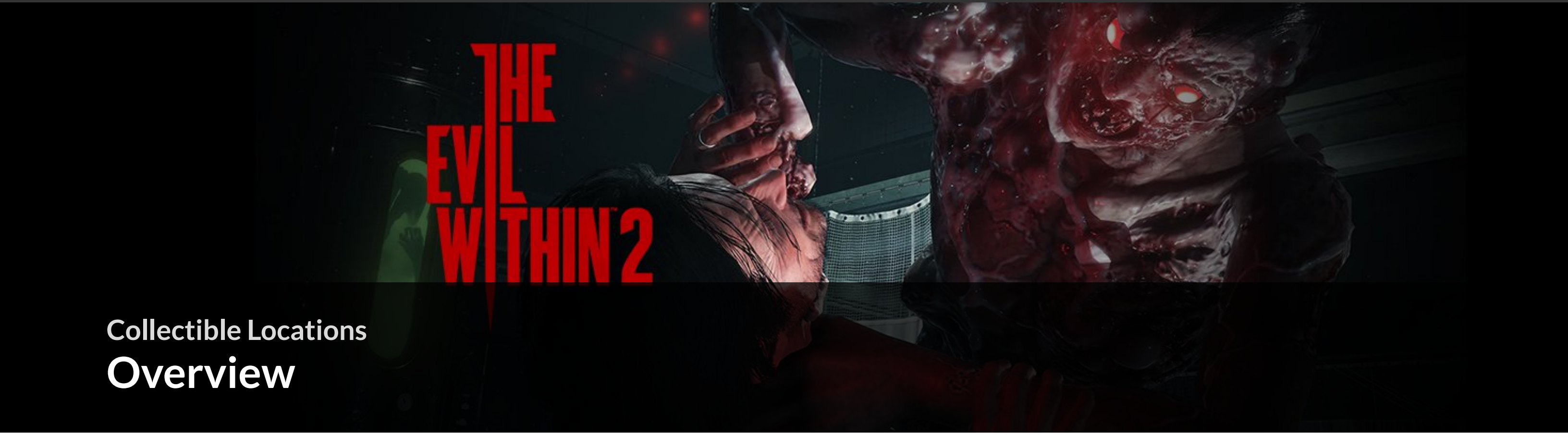
When control shifts back to Sebastian, run down the slope toward the beacon-like glow of Sebastian's Room below. Just keep going when the ground ruptures and boulders crash in front of you; the path is still there. Reaching the room jump cuts to Kidman again. And this ends your gameplay. Just sit back and watch the dramatic conclusion to a great story. Well played!





Stick Around a Bit

Be sure to catch the final scene after the credits roll!



Collectible Locations

Overview

We list collectible items here chapter by chapter, in the order they're picked up in our walkthrough. Note that in rare cases, the item listed in a chapter may actually be available earlier than we indicate in this location guide. Our goal was to minimize backtracking and create an efficient path through the game.

Also note that these are the true "collectibles" in the game. Other items like Locker Key statues or Ammo Pouches are good to collect, but they can be used actively during gameplay. The Files, Slides and Residual Memories listed here make the story deeper and richer, but you don't actually "use" them during the game. (One exception: a collectible computer file found late in the game also gives you a four-digit code that you need to operate a key device.)

THE EVIL WITHIN 2

Collectible Locations

Chapter 2: Something Not Quite Right

FILES

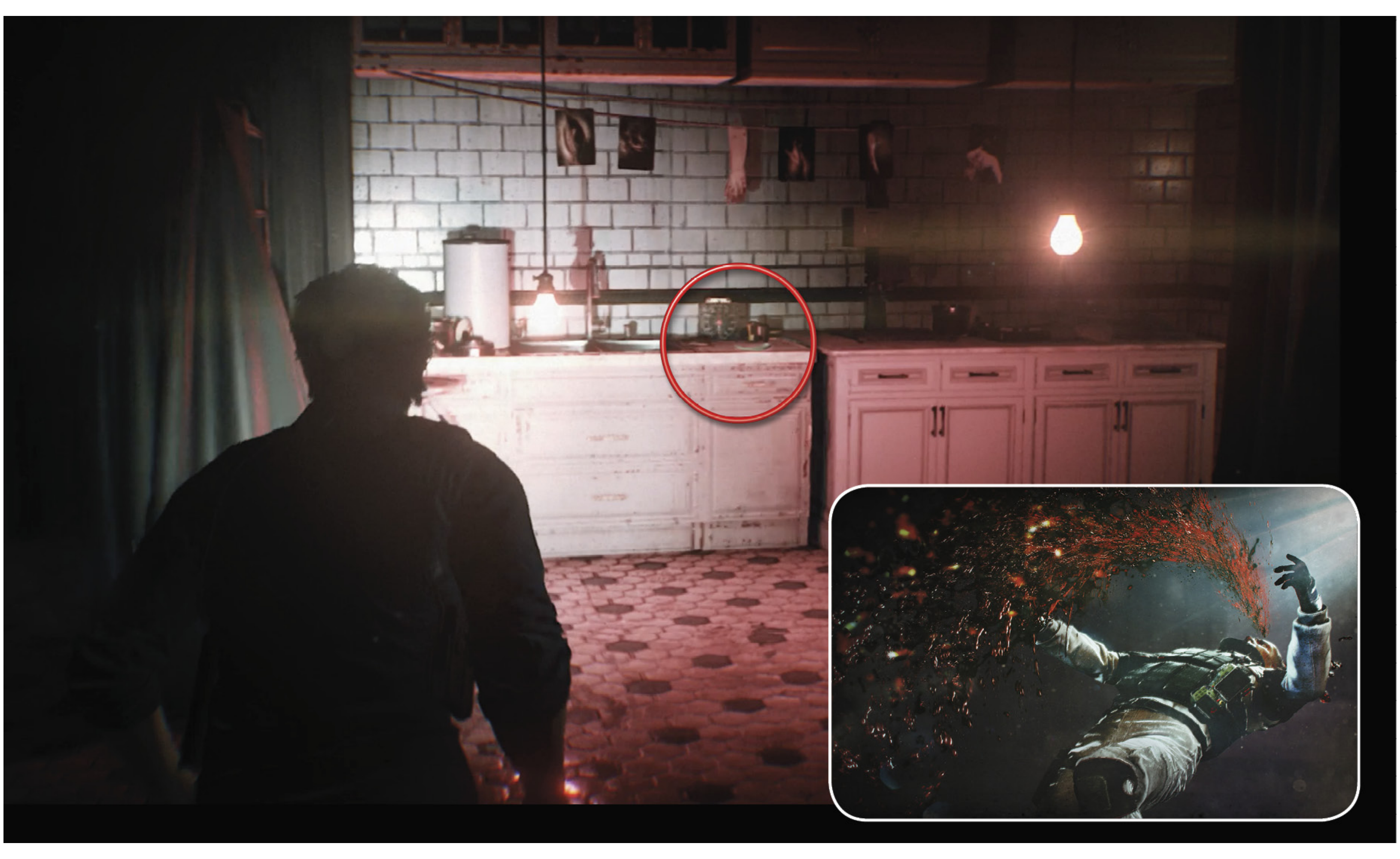
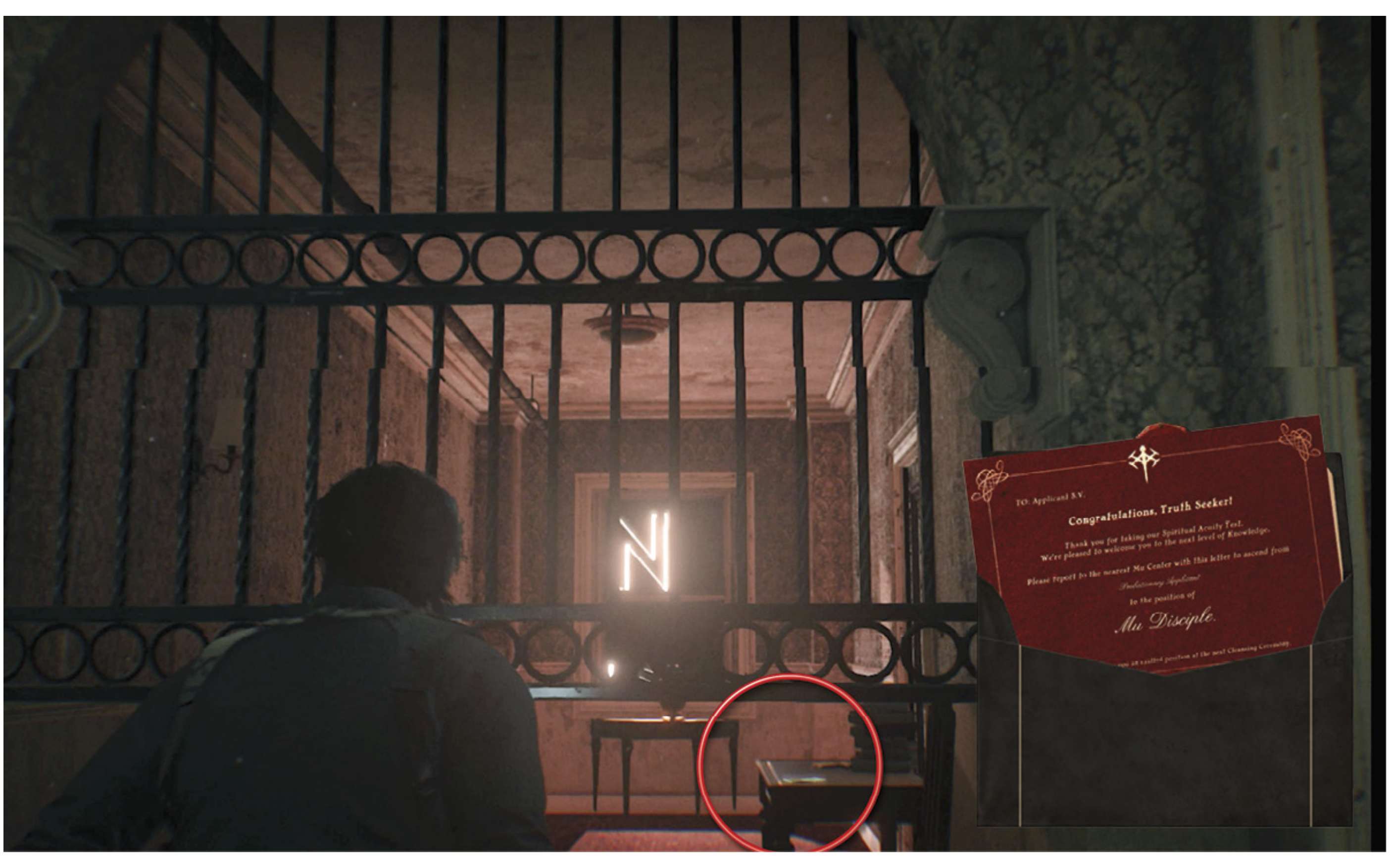


PHOTO OF WILLIAM BAKER

Location: Stefano's domain

Find this photograph of Team Leader Baker on the sink in the dark room.



TO: Applicant S.V.

Congratulations, Truth Seeker!

Thank you for taking our Spiritual Acuity Test.
We're pleased to welcome you to the next level of Knowledge.

Please report to the nearest Mu Center with this letter to ascend from

Probationary Applicant

to the position of

Mu Disciple.

EXTRAVAGANT LETTER

Location: Stefano's domain

After you crouch and duck under the half-raised metal gate, find the letter sitting on the front corner of the side table in the corridor. (You can see the "GRAND" marquee just outside the window.)

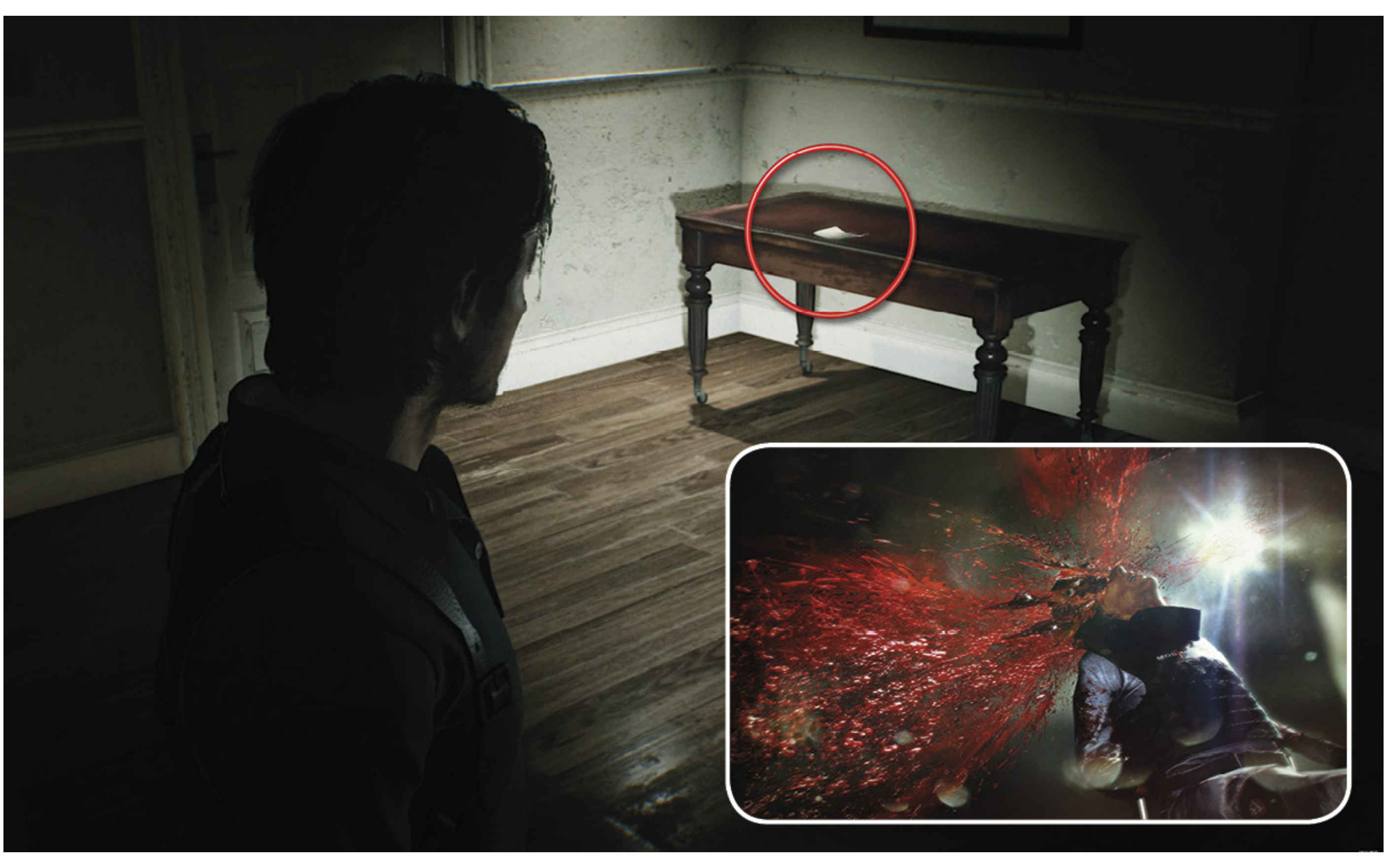
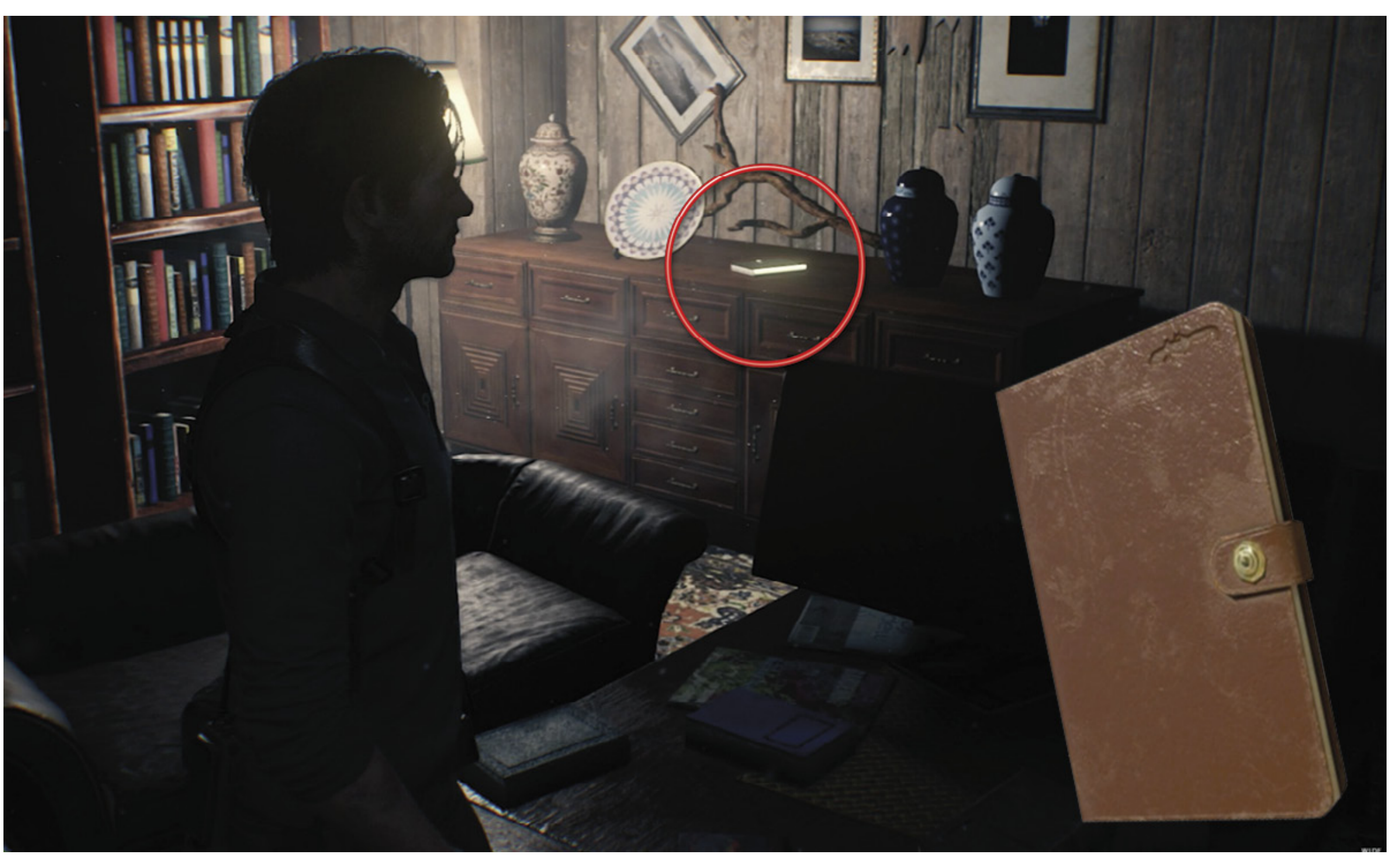


PHOTO OF ANOTHER VICTIM

Location: Stefano's domain

After you use cover to escape the entity on the 3rd floor and view the nearby stabbing victim, go through the nearby exit door, head down the long hallway to the staircase landing where the giant pendulum swings above. Head down the short hall to the right to see a body suddenly dragged through the door of room 103 with the nameplate Manuela Ruberto. Head through that door, hop over the fallen furniture, and continue around the corner to find the photo on a side table.



JOURNAL IN ABANDONED HOUSE

Location: Abandoned House, Bedroom

On the credenza of drawers in the bedroom.

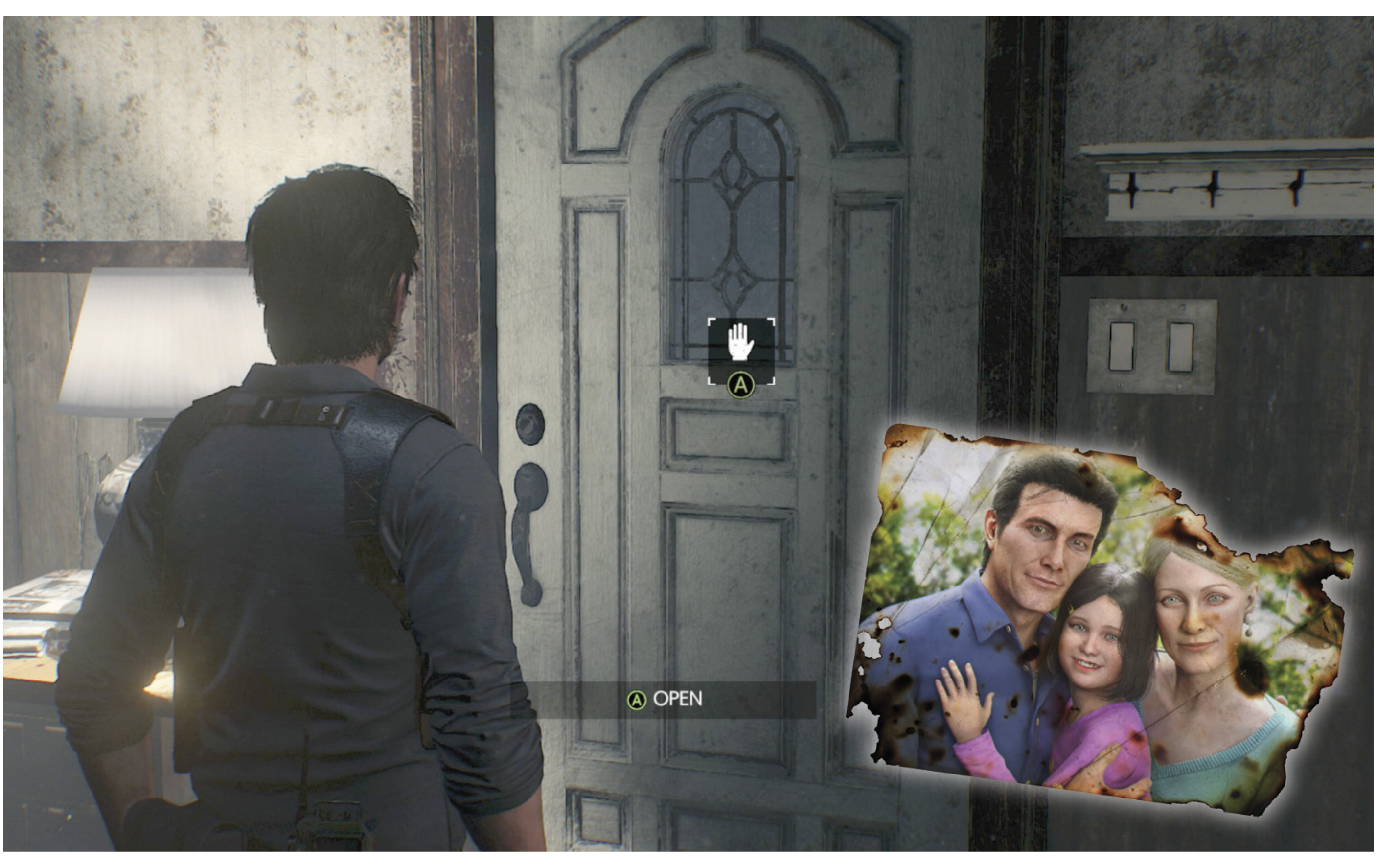
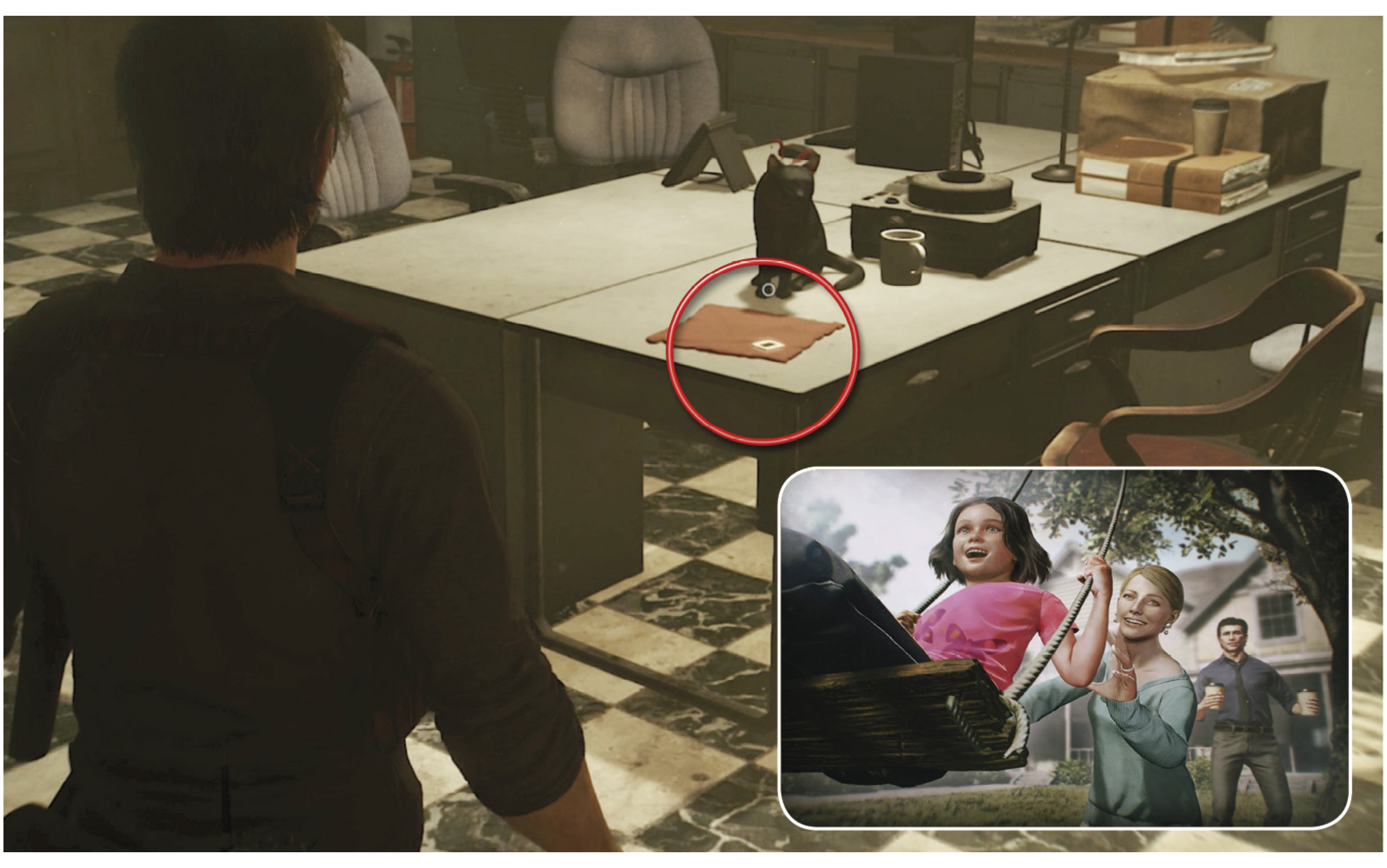


PHOTO OF CASTELLANOS FAMILY

Location: Outside Abandoned House

Kidman gives this photo to Sebastian in the bar at the very beginning of the game. It doesn't appear in your "Files" menu until Sebastian automatically pulls it out near the end of Chapter 2. (He does this when he exits the abandoned house into which he escapes when running from the chainsaw-wielding female monster.)

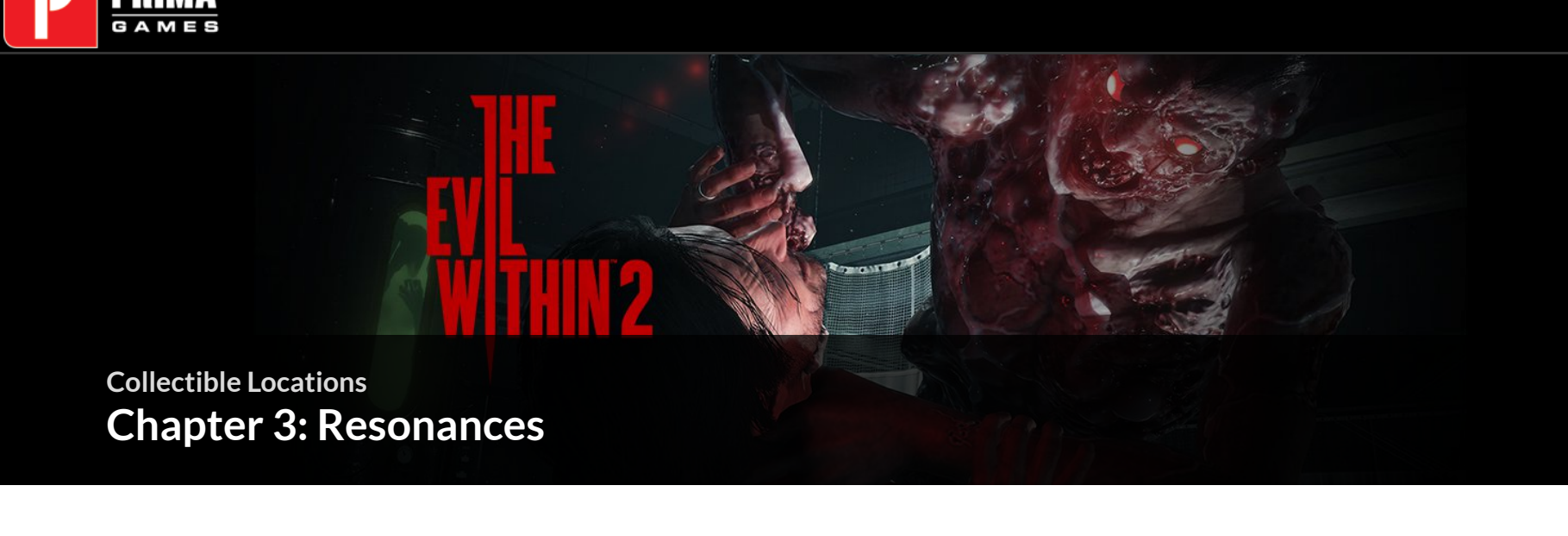
SLIDES



SLIDE 1: "HAPPIER TIMES"

Location: Sebastian's Room, Desktop

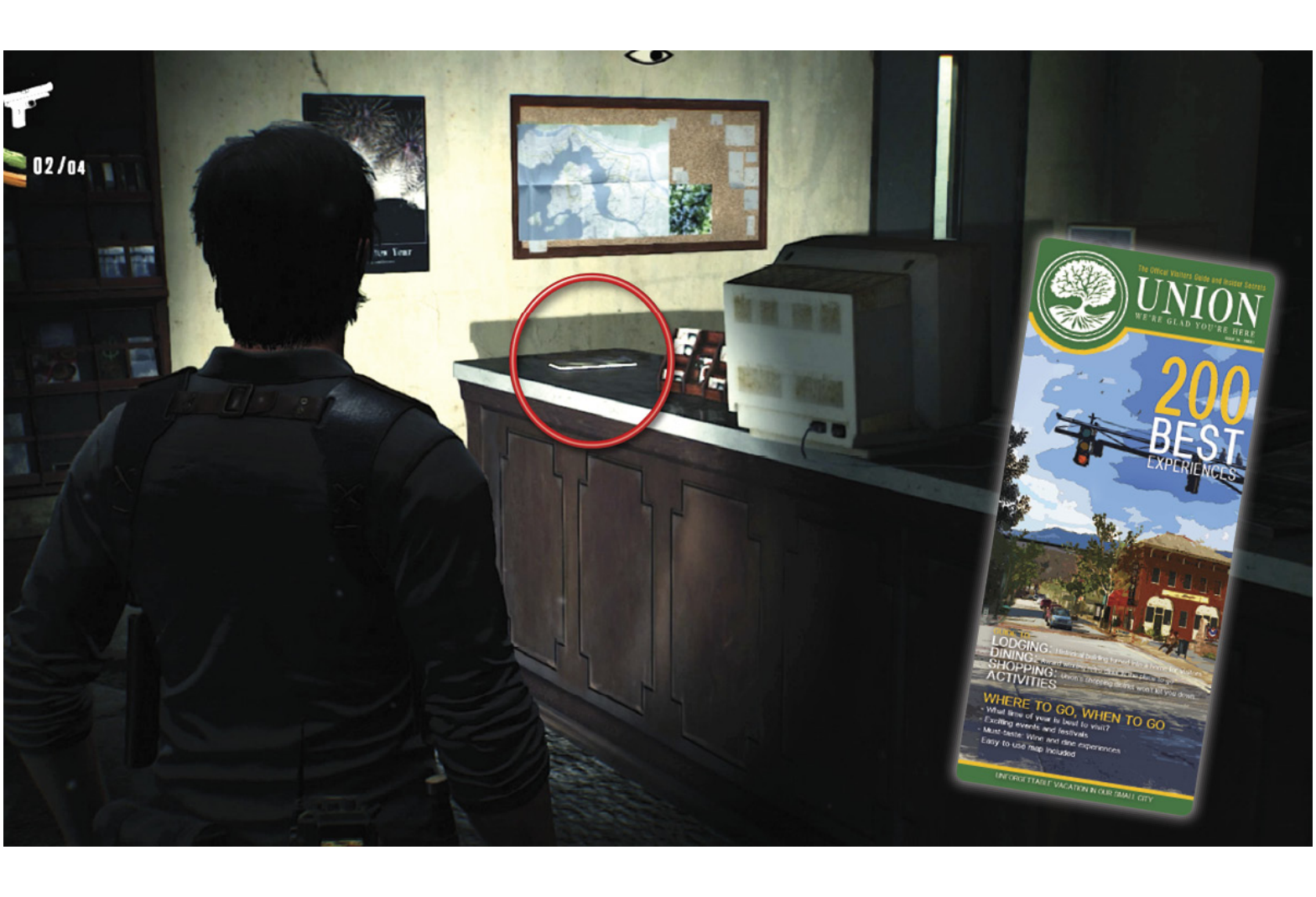
Find this slide on the desk next to the slide projector. Use the projector to see the slide and select a conversation with Kidman.



Collectible Locations

Chapter 3: Resonances

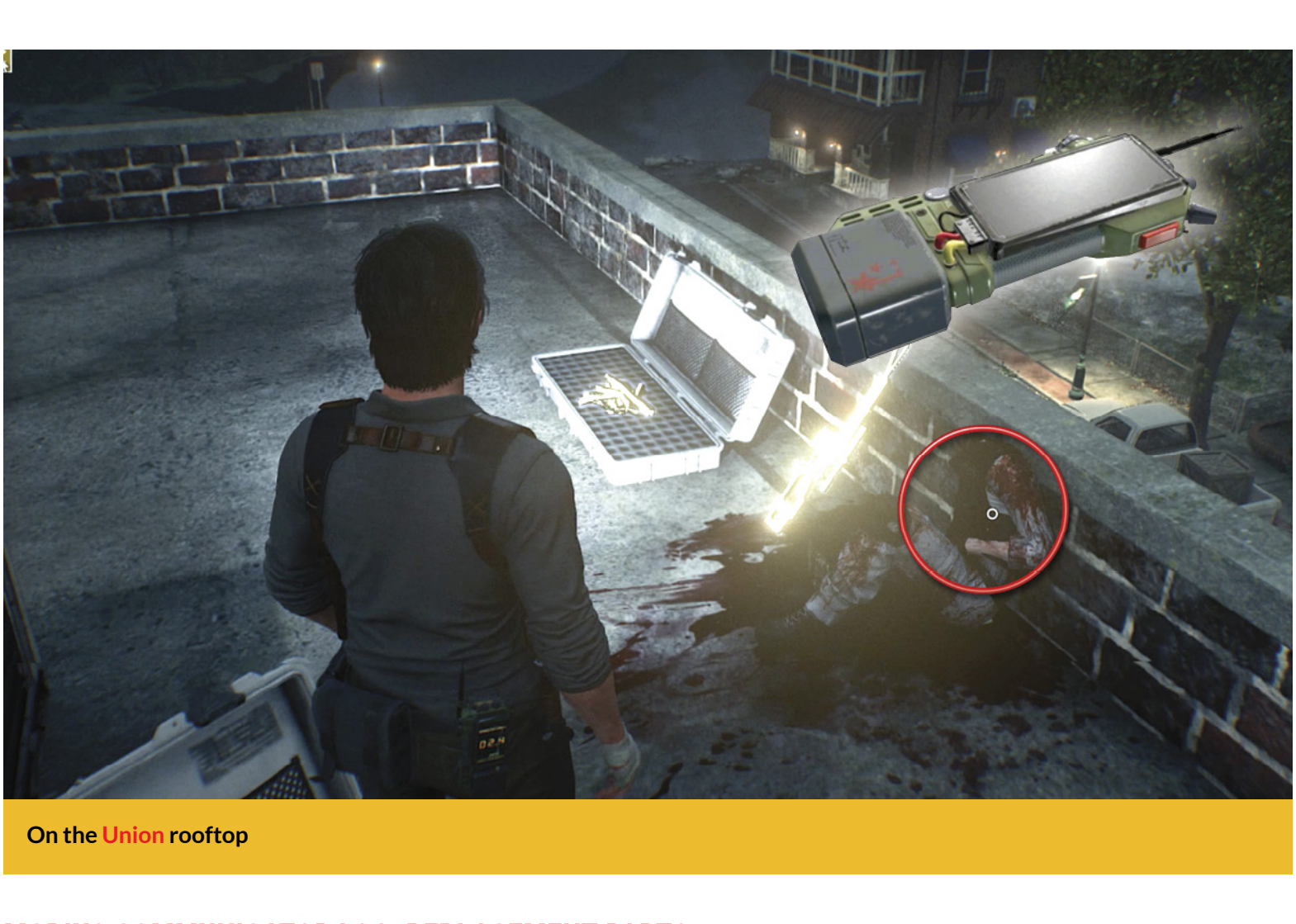
FILES



WELCOME TO UNION PAMPHLET

Location: Union Visitor CENTER

The “Welcome to Union” pamphlet sits on the counter in the Union Visitor Center, near the main floor entrance.

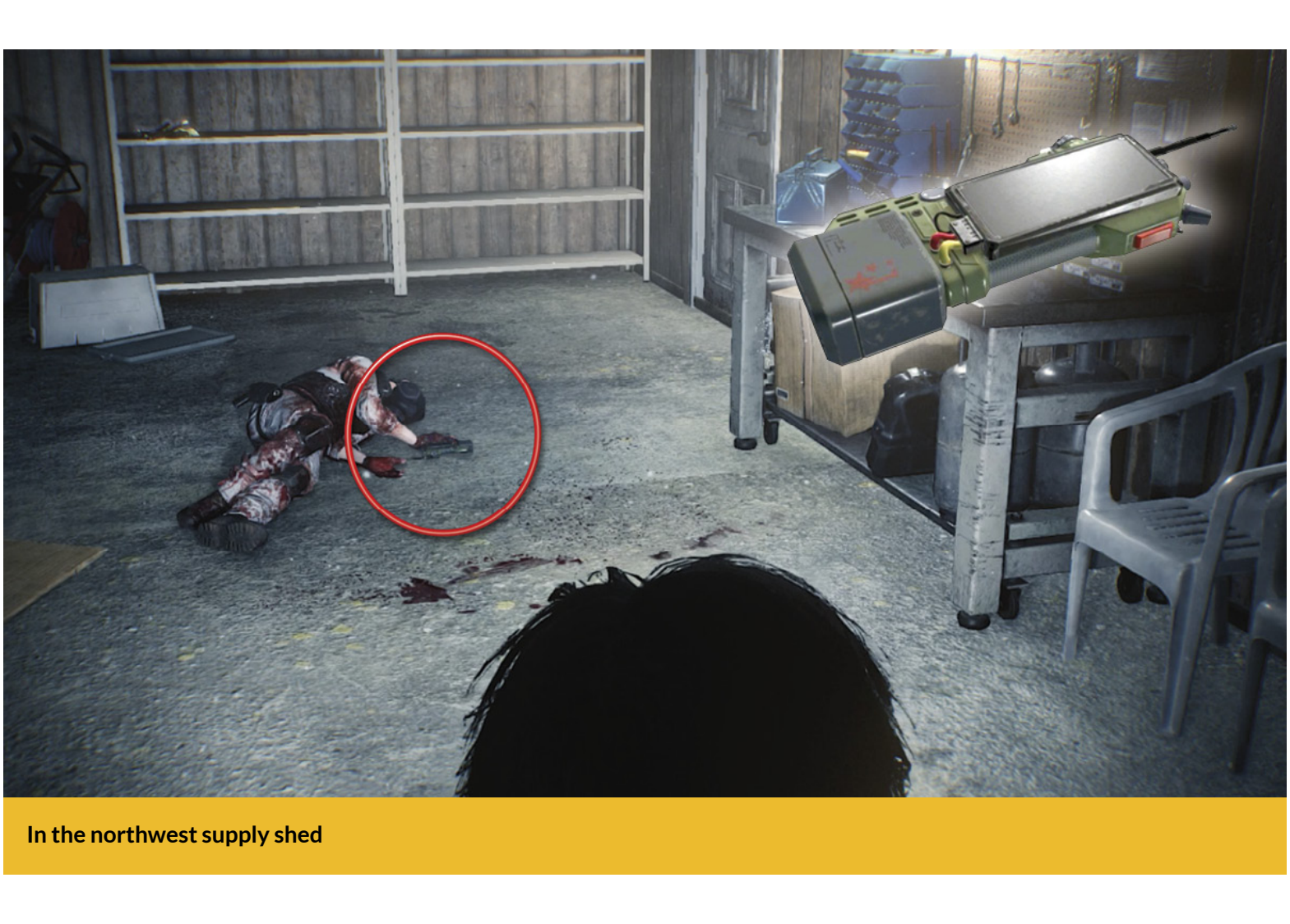


On the Union rooftop

MOBIUS COMMUNICATOR LOG: REPLACEMENT PARTS

Locations: Jason Franklin Restaurant (Roof) OR Supply Shed in Northwest Union

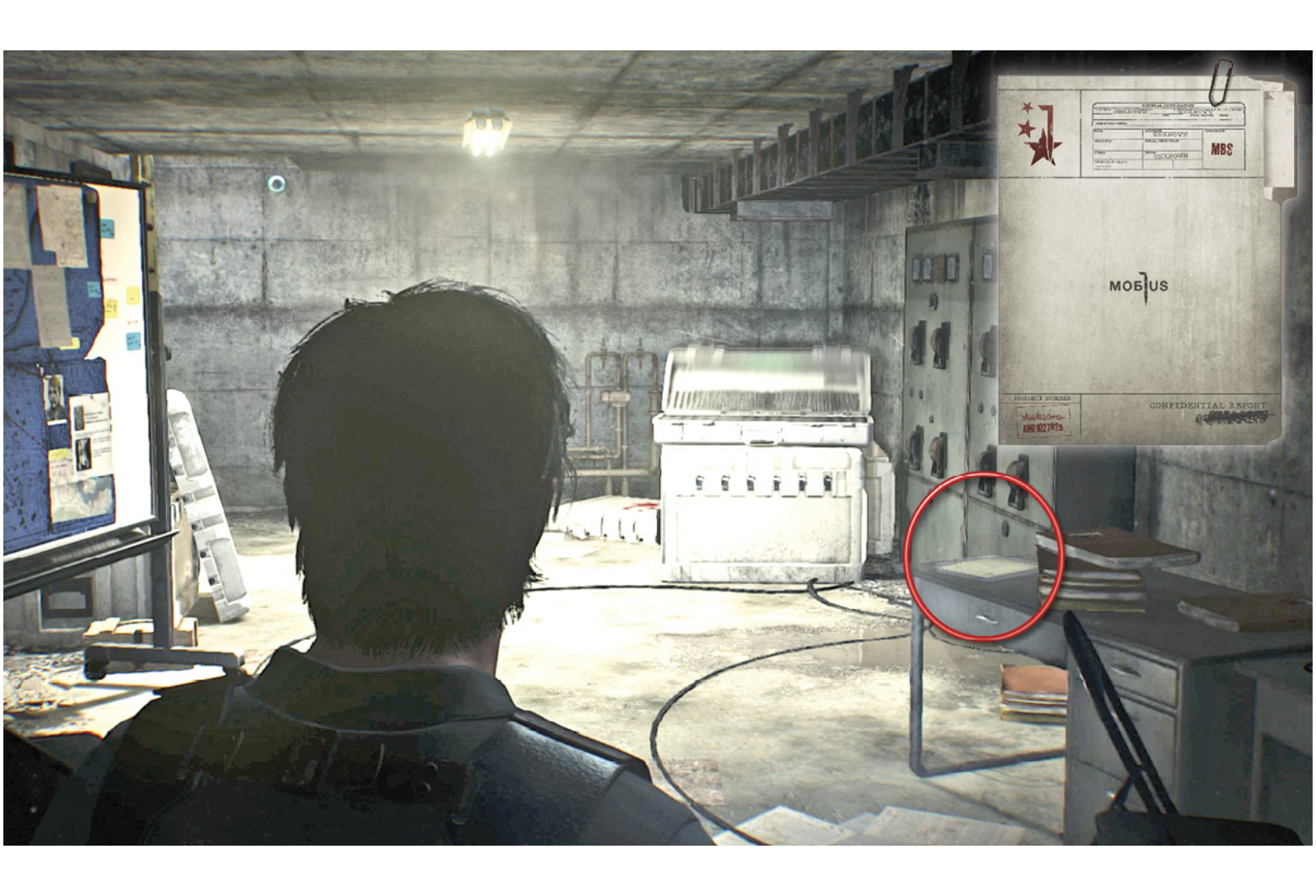
Find the Communicator by investigating the fallen Mobius operative on the roof atop the Jason Franklin Restaurant, next door to the Visitor Center; here you also find the Broken Sniper Rifle.



In the northwest supply shed

You can also find this Communicator on a different fallen Mobius operative inside the supply shed up in the far northwest corner of Union. This shed is where you find the Sniper Rifle Parts.

Once you find the Communicator in either of these two spots, it is no longer available at the other location.

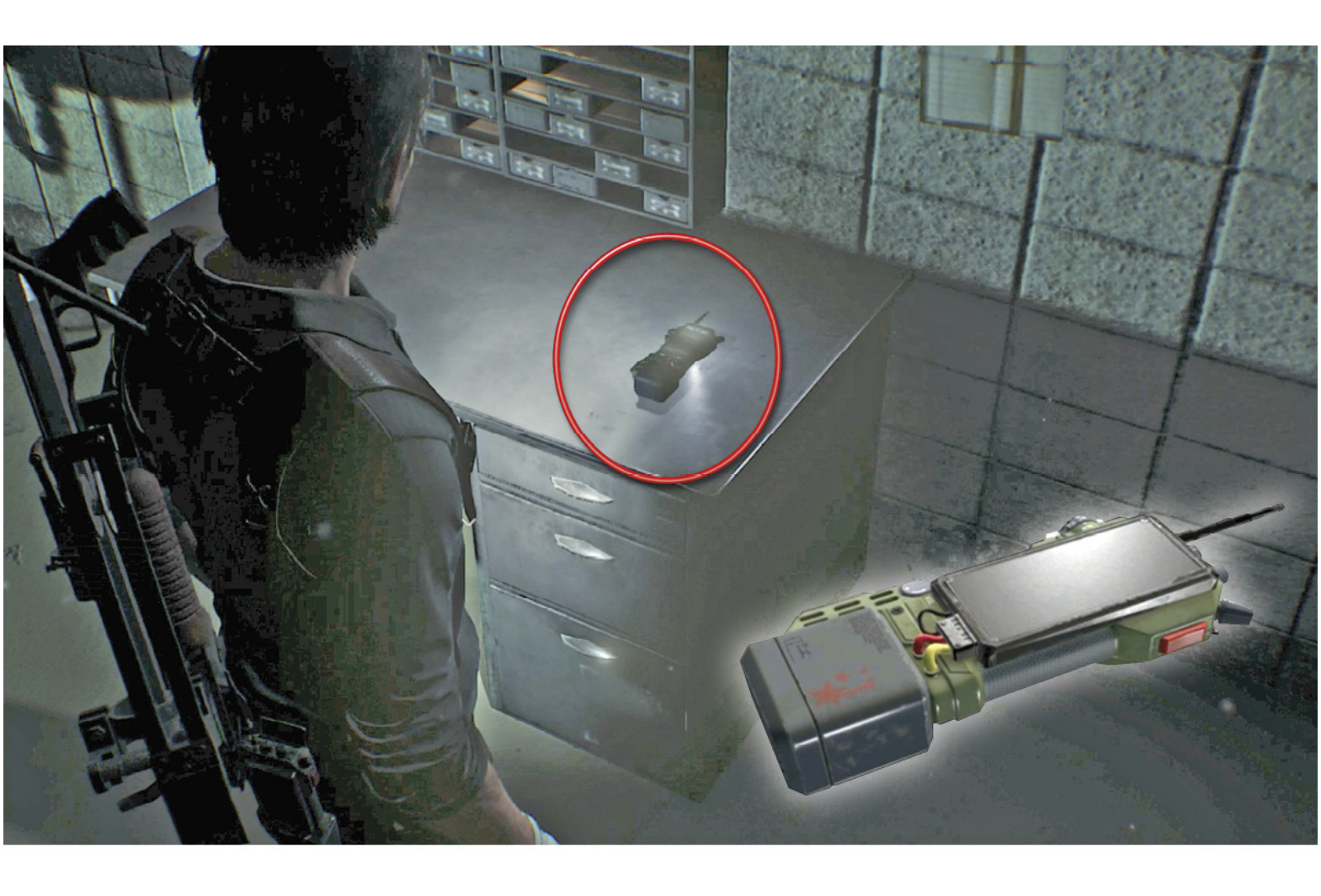


REPORT #00592: DISPOSAL REQUEST

Location: Mitchel and Sons Construction, Basement

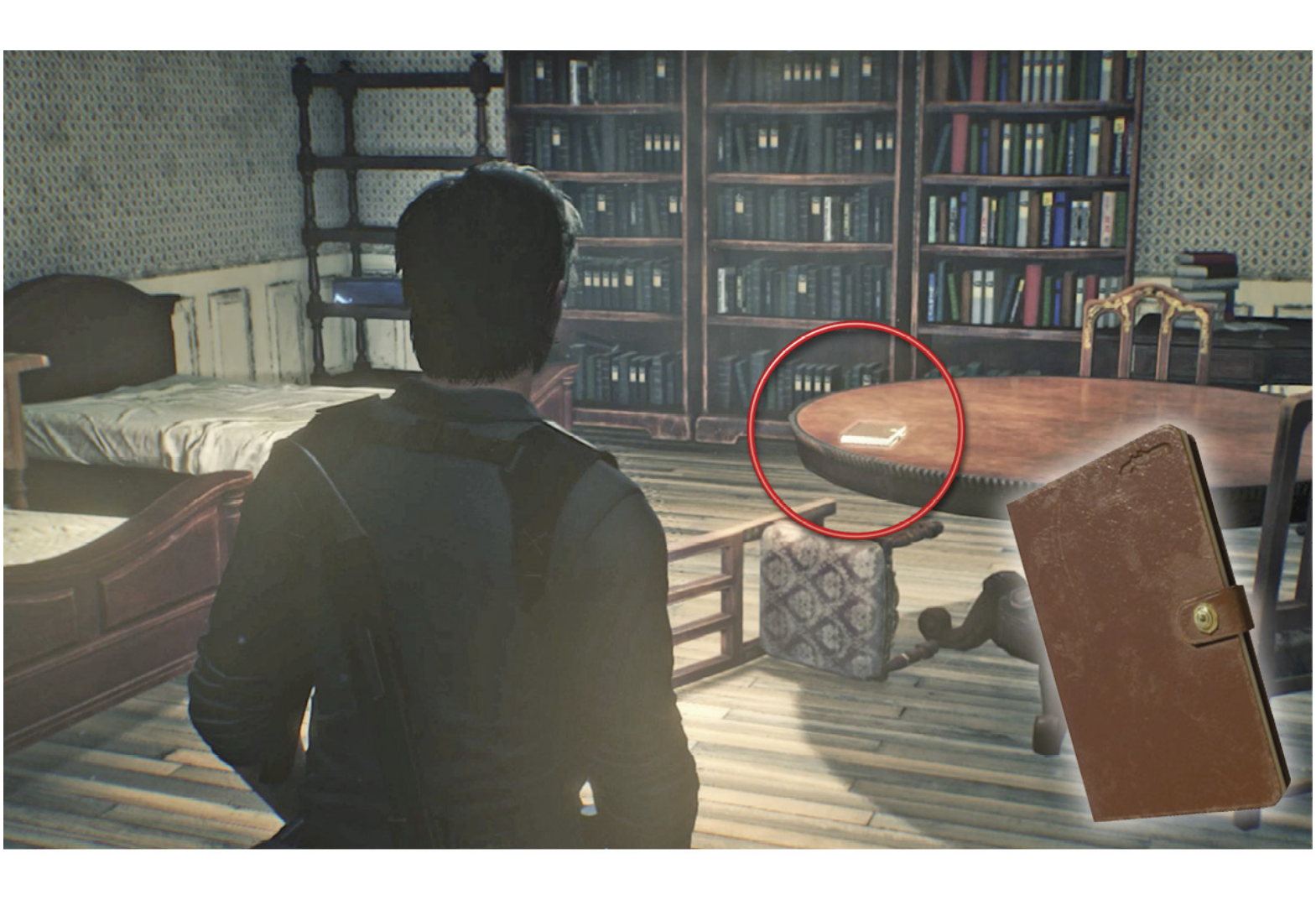
Enter the underground area via the Union Auto Repair garage. Then follow the passage to the doors and find this report in the unlocked room with the ladder.

TURNER’S COMMUNICATOR LOG



Location: Union Visitor Center, Basement

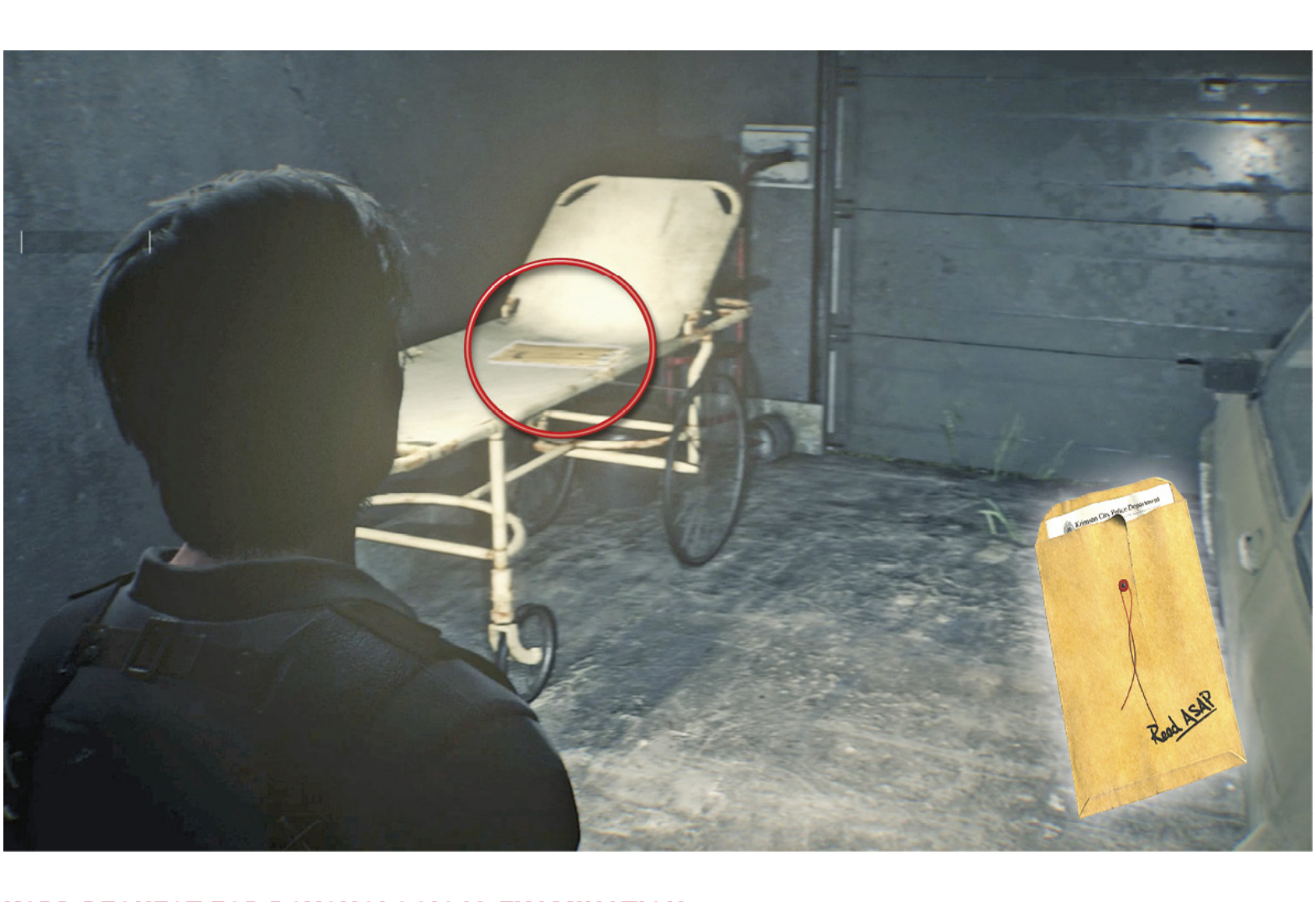
Once you track and tune in all of the Mobius Resonances for the “Rogue Signal” side mission, the door unlocks to the Union Visitor Center basement. Head downstairs to view another Residual Memory. After that, you can examine Turner’s Communicator on a desk to get the log.



WOMAN’S JOURNAL

Location: 336 Cedar Avenue, Bedroom

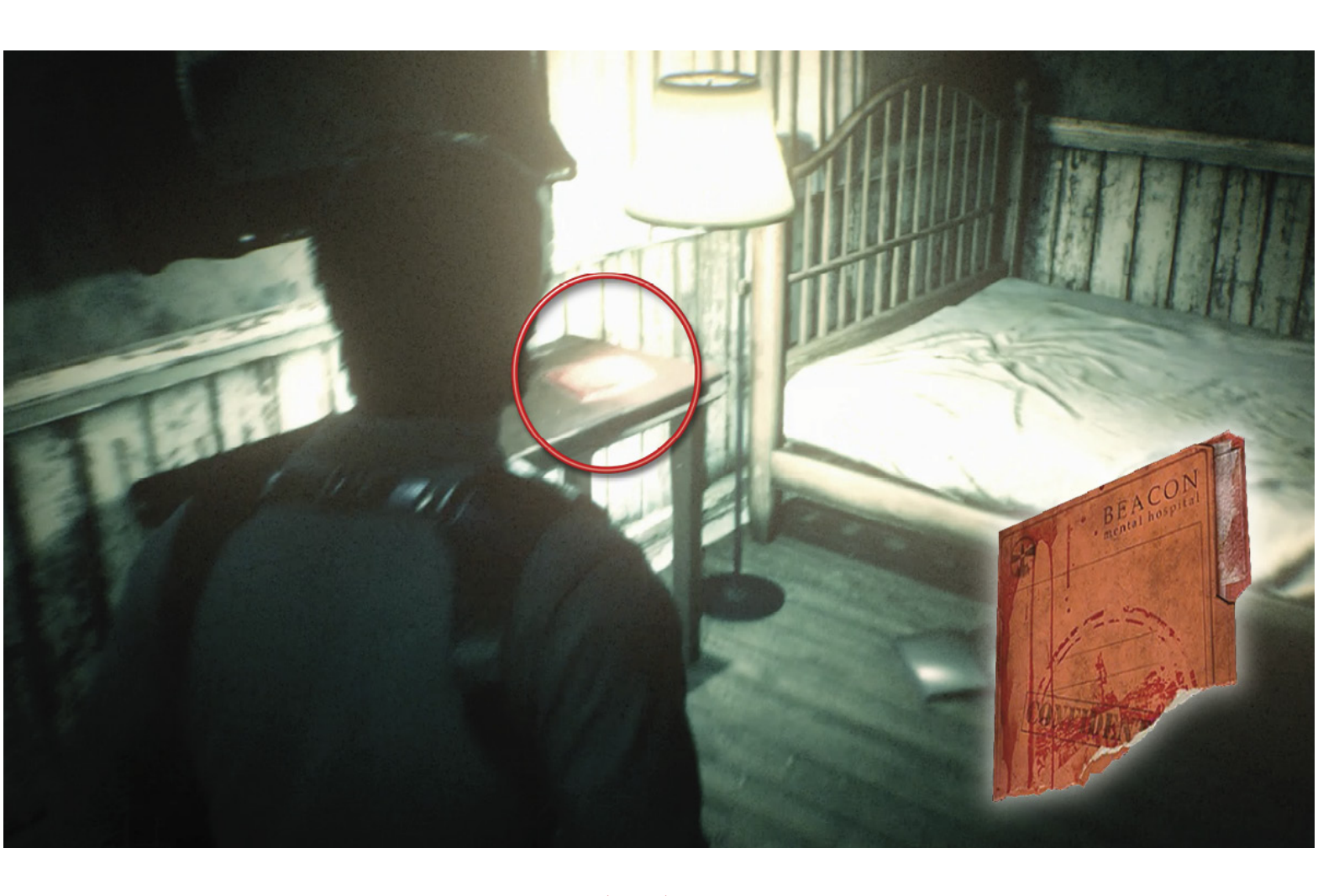
Enter the bedroom of 336 Cedar Avenue to find this journal sitting on the big round table.



KCPD REQUEST FOR PSYCHOLOGICAL EXAMINATION

Location: 345 Cedar Avenue, Garage

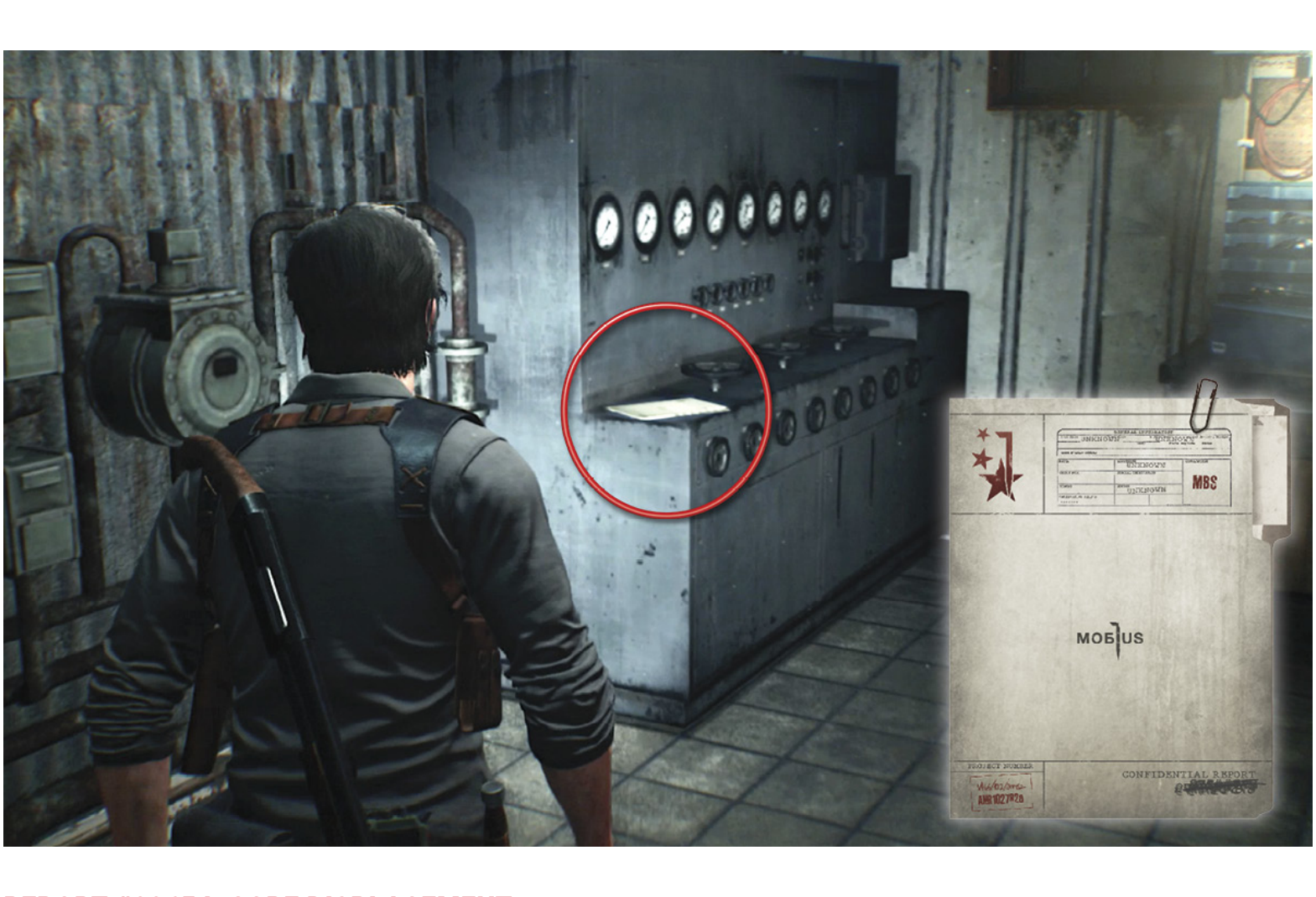
A manila folder holding this letter sits on a hospital gurney in the garage at 345 Cedar.



TORN PSYCHOLOGICAL EVALUATION REPORT (TOP)

Location: 345 Cedar Avenue, Bedroom

Find this torn report sitting on a side table in the bedroom at 345 Cedar. (Note: It appears only after you find the KCPD letter in the garage then investigate the TV in the living room.)

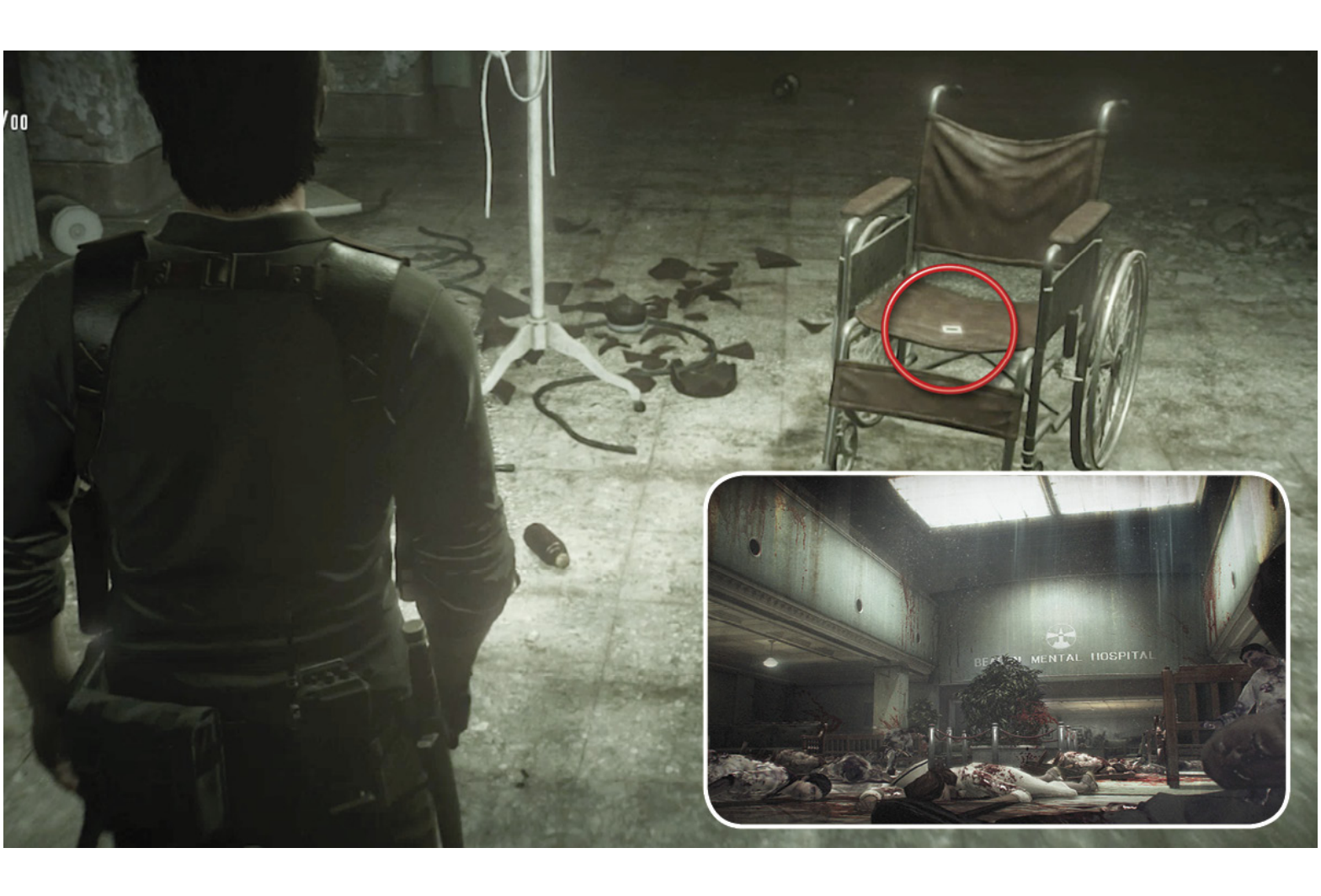


REPORT #00654: CORE DISPLACEMENT

Location: TREDWELL Trucking Warehouse, Second Floor

Find this report in the power control room on the second level of the Tredwell Trucking warehouse. Access the room via the yellow ladder and catwalks.

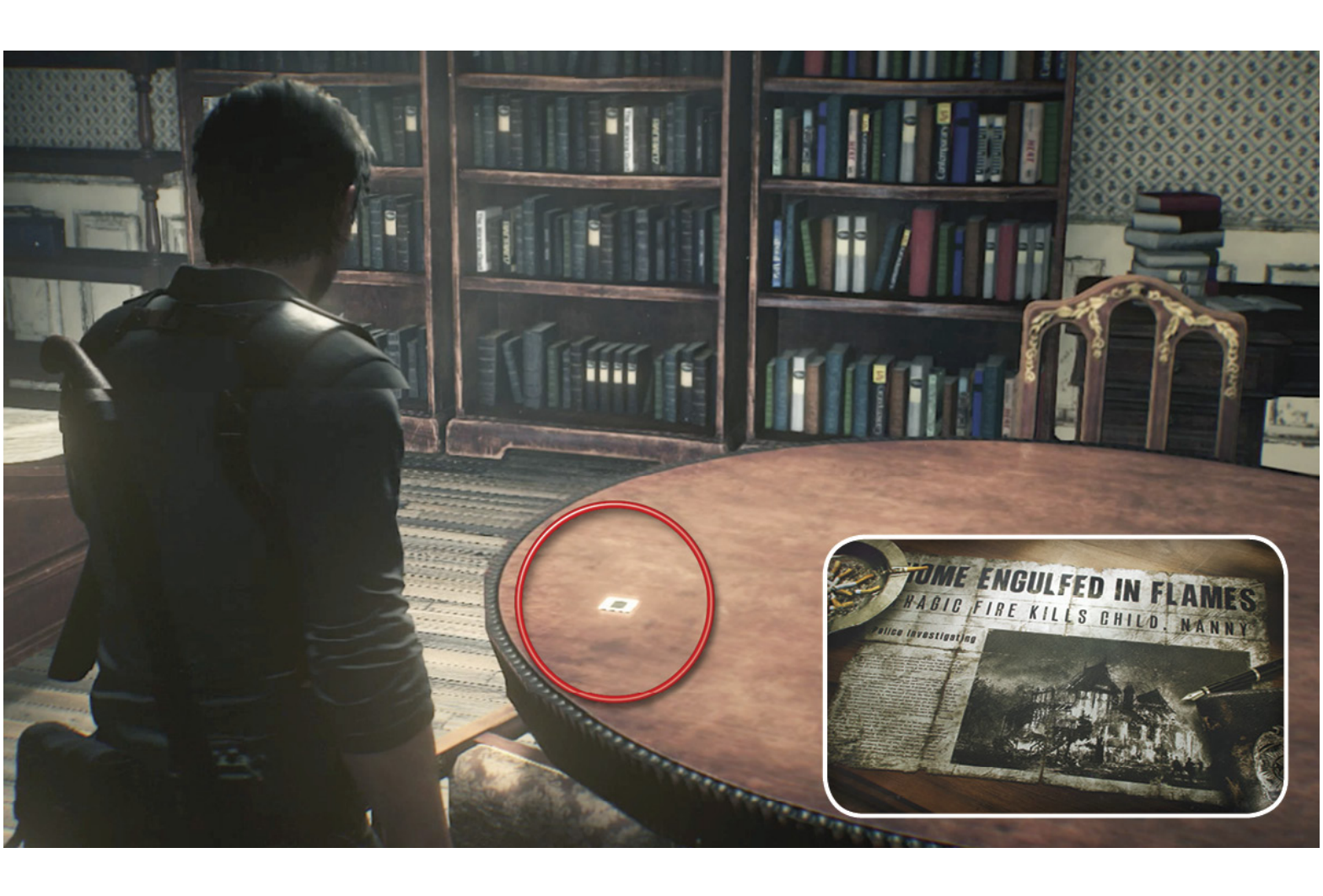
SLIDES



SLIDE 2: “BEACON HOSPITAL”

Location: 345 Cedar Avenue, Beacon Corridor

After the vision in the bathroom triggers a flashback to Beacon Mental Hospital, follow the long corridor to a wheelchair. The slide sits on the seat.

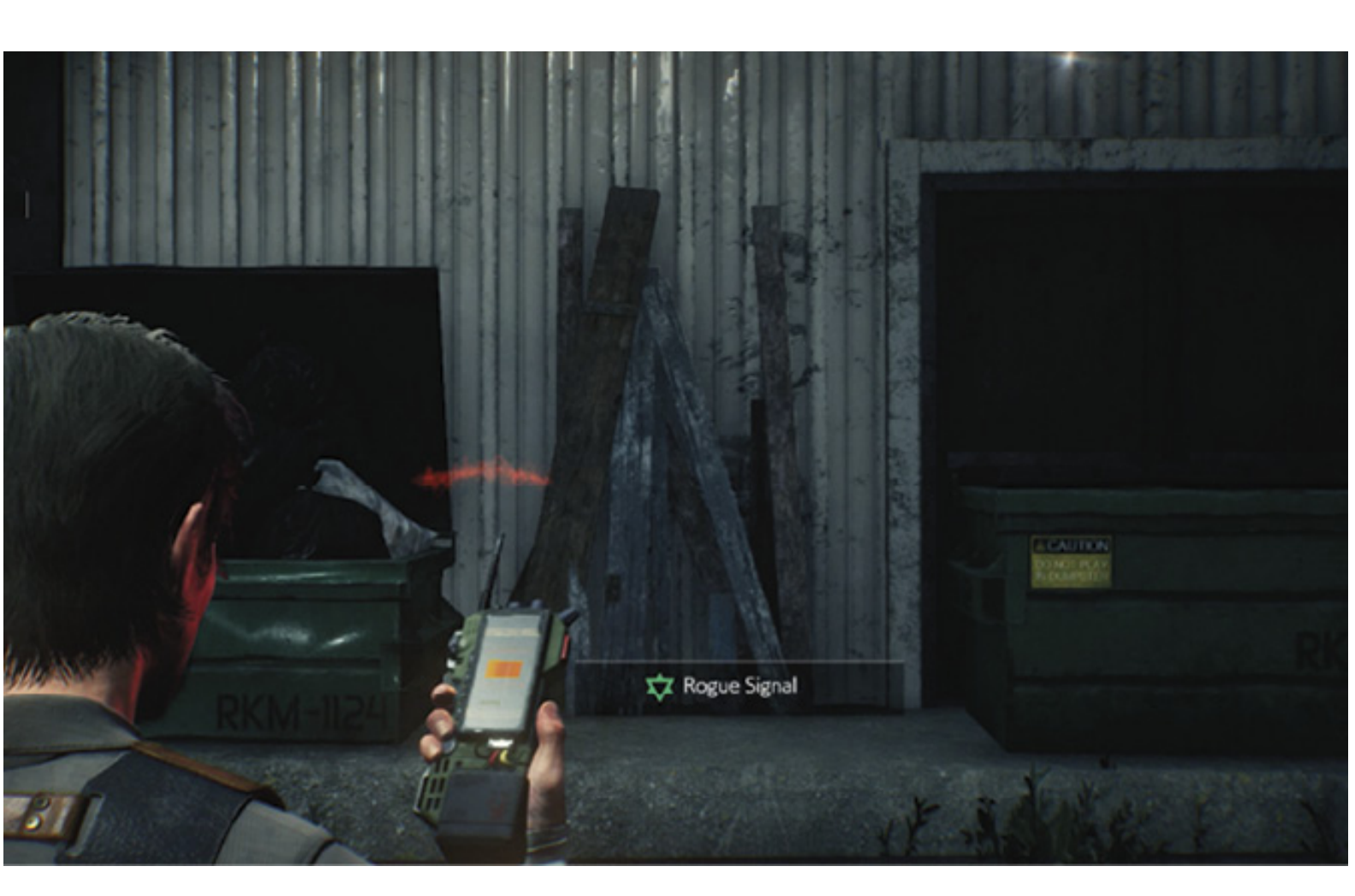


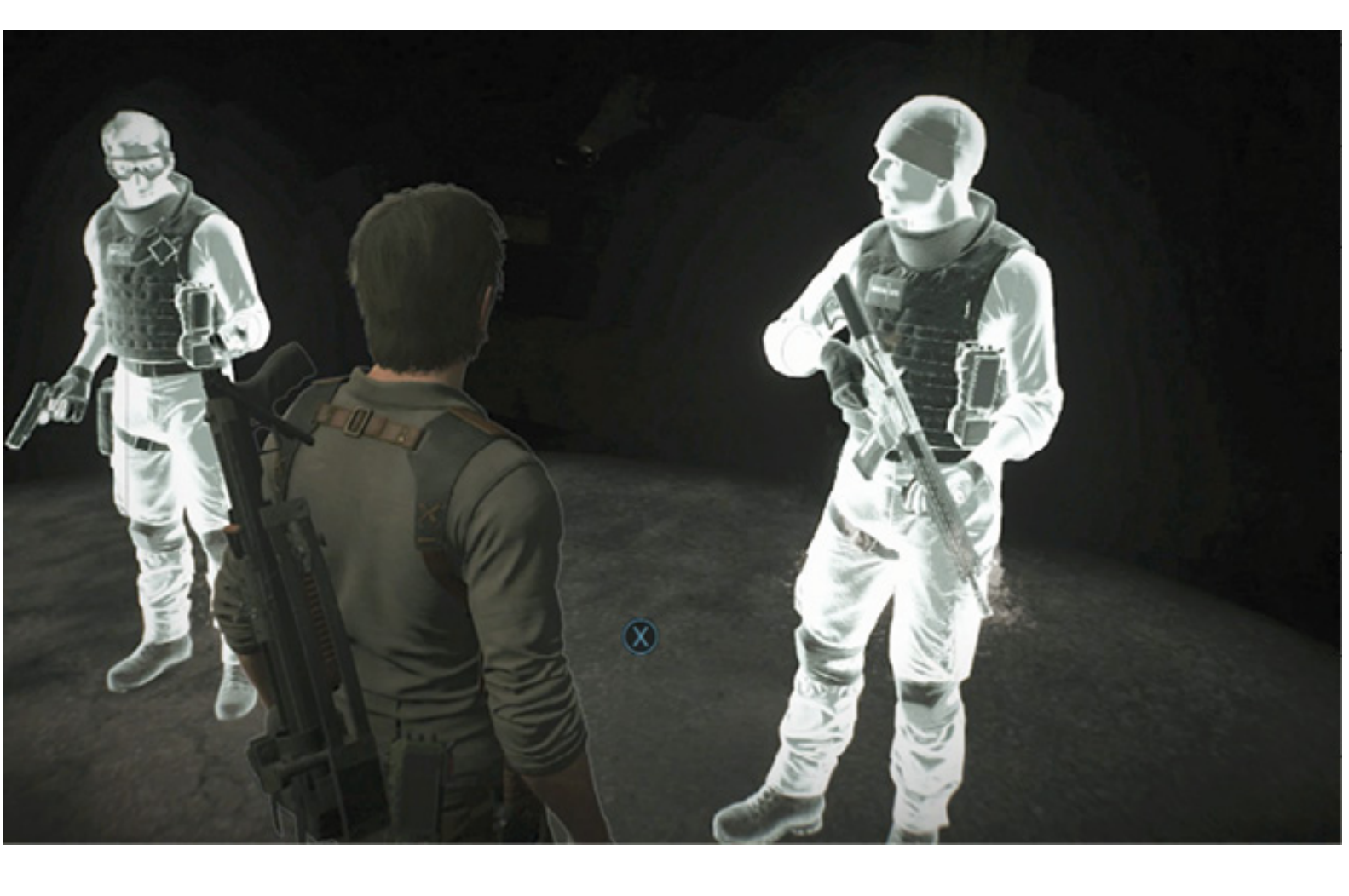
SLIDE 3: “FIRE ARTICLE”

Location: 336 Cedar Avenue, Bedroom

After Sebastian escapes from the ward hallucination, he returns to the bedroom in 336 Cedar. Now a slide sits on the table where the Woman’s Journal sat before.

RESIDUAL MEMORIES

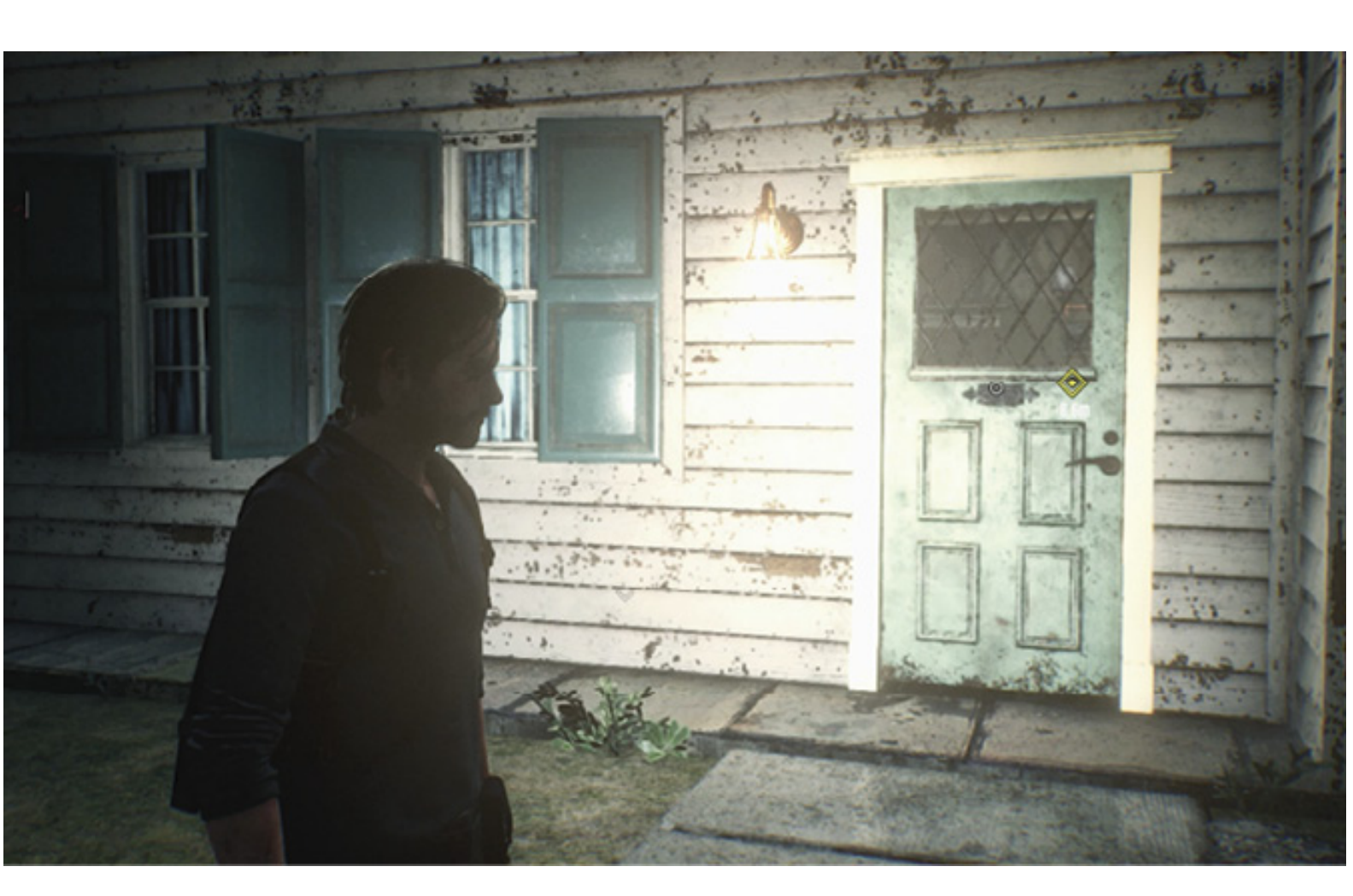


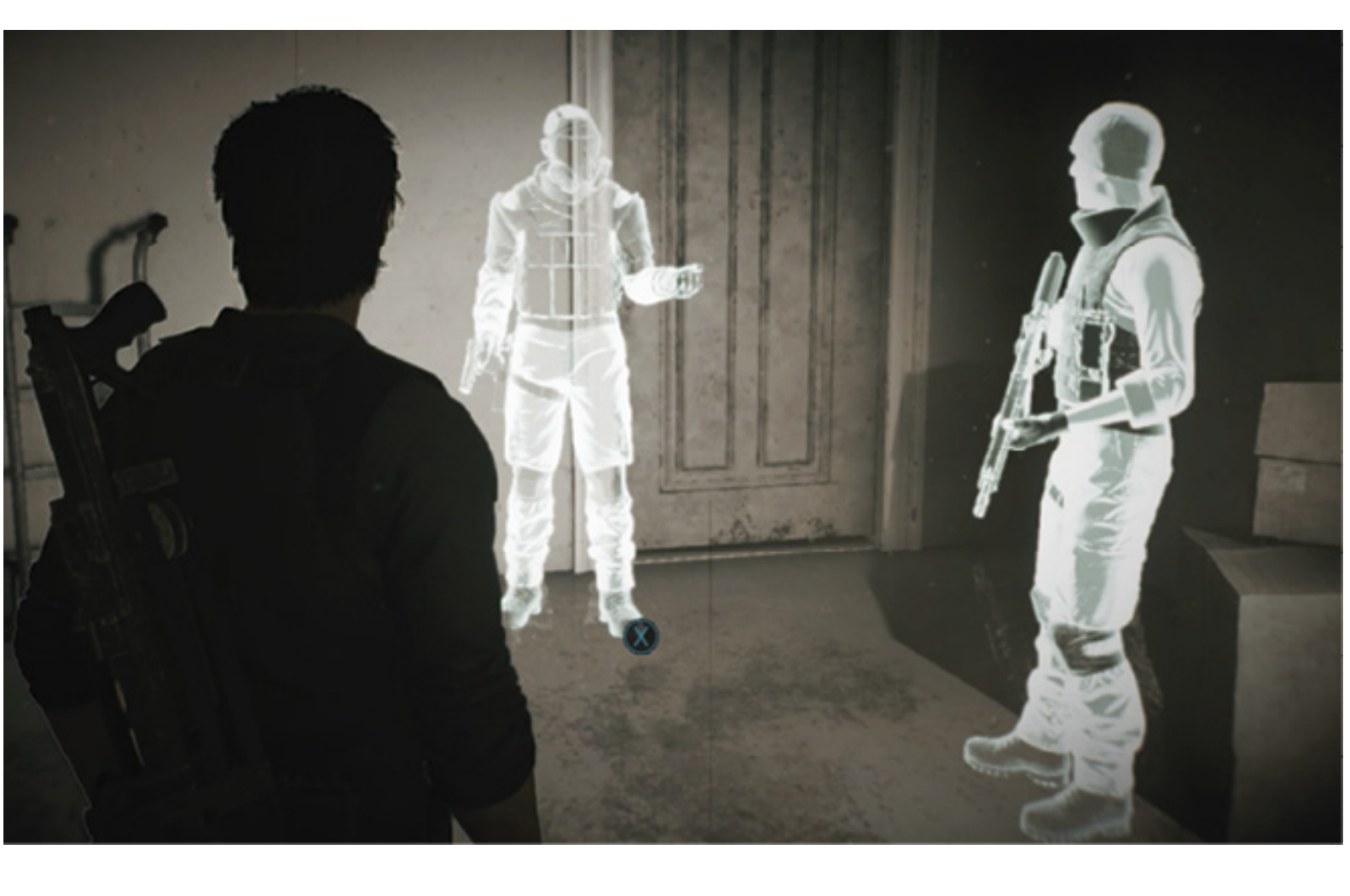


HAYES AND TURNER HATCH THEIR PLAN

Location: Krimson’s Supermarket, Loading Dock

Track the Resonance at the dumpster dock behind Krimson’s to unlock the memory of Mobius security personnel calling an “Alpha One Emergency.”

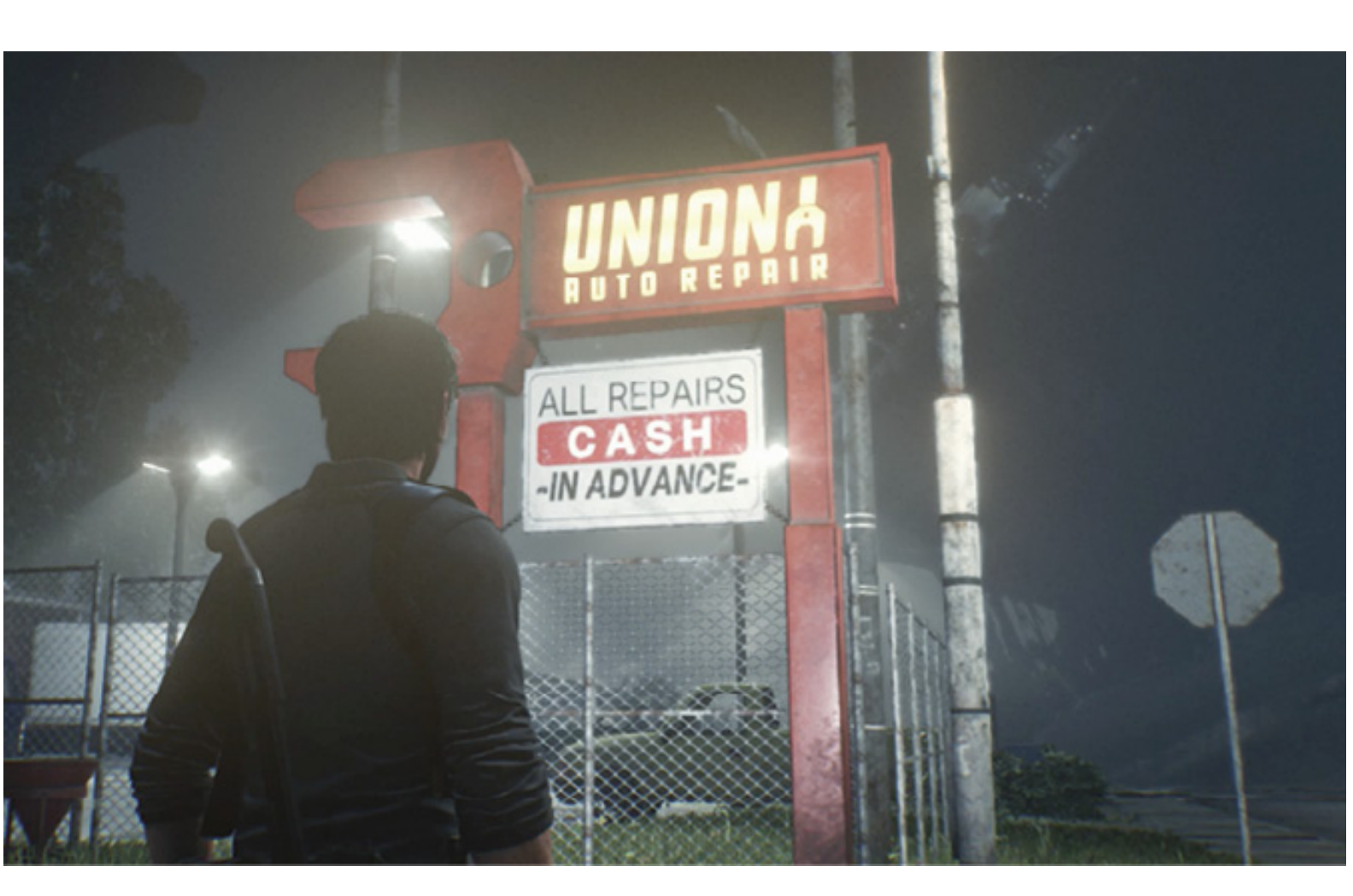


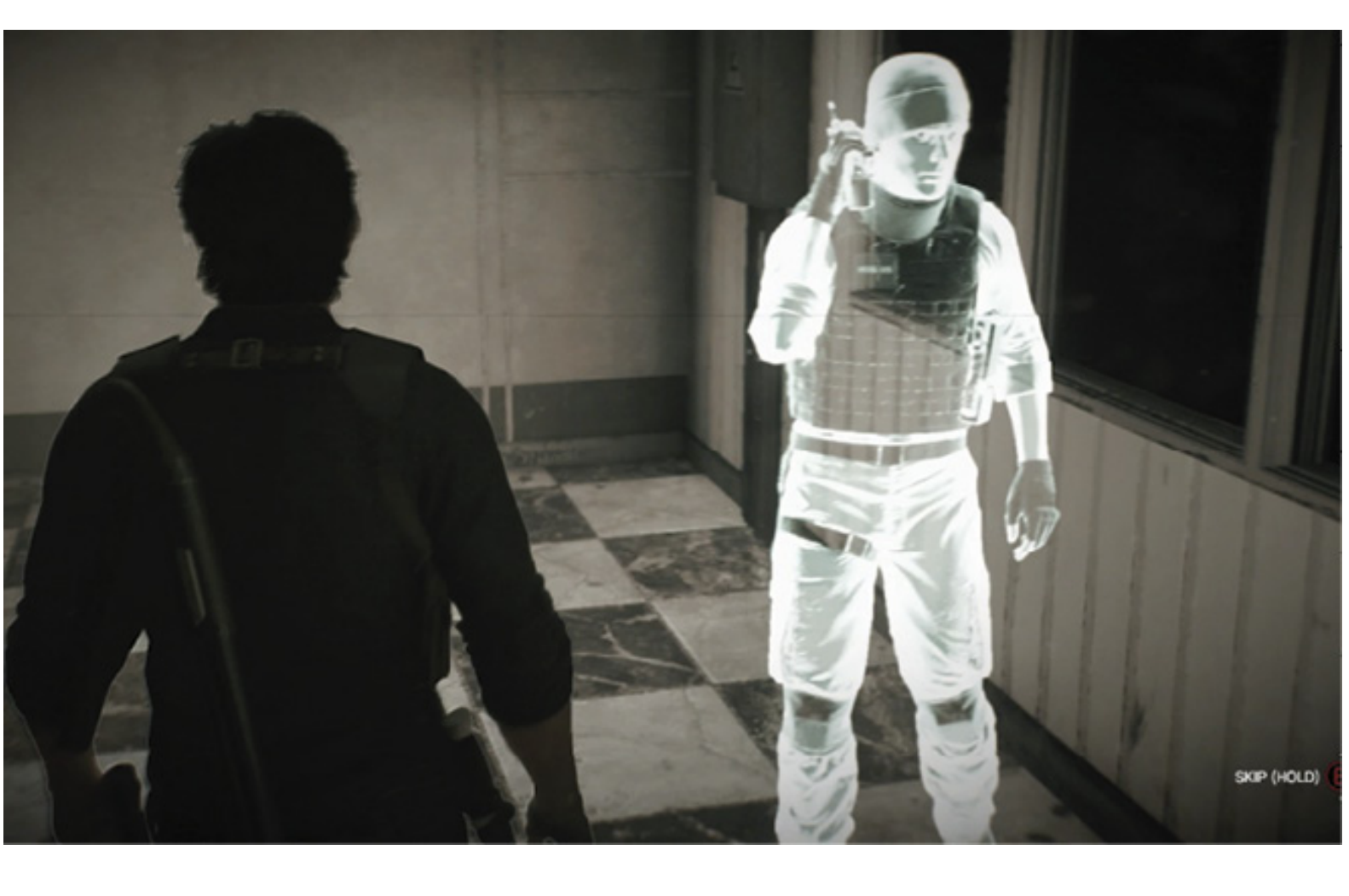


HAYES AND TURNER SPLIT UP

Location: 322 Cedar Avenue, Utility Room

Unlock this memory in a back room of 322 Cedar Avenue, the house directly behind the Union church. You hear Turner and Hayes set off to different locations with a plan to meet up later at the Visitor Center.

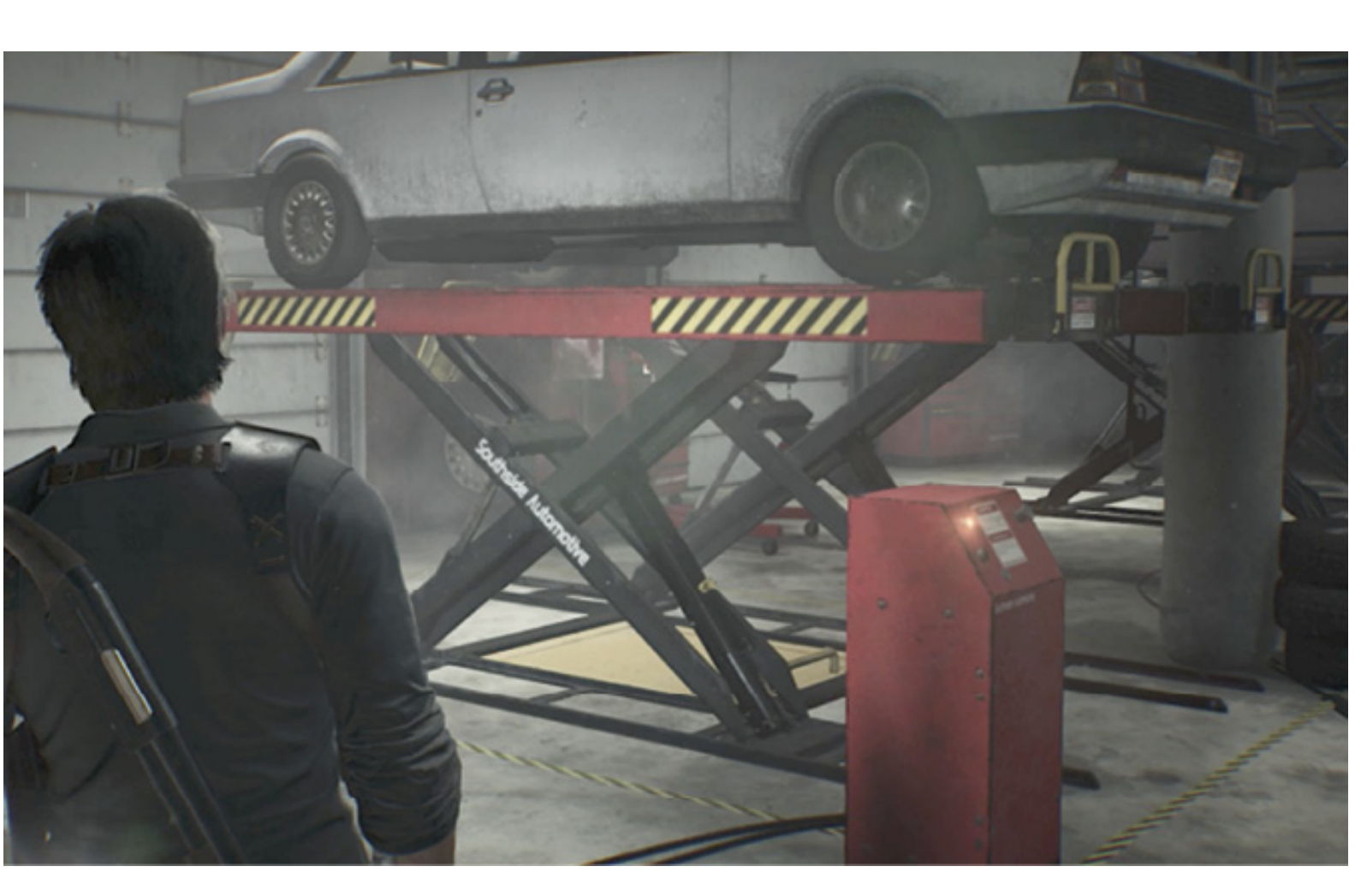


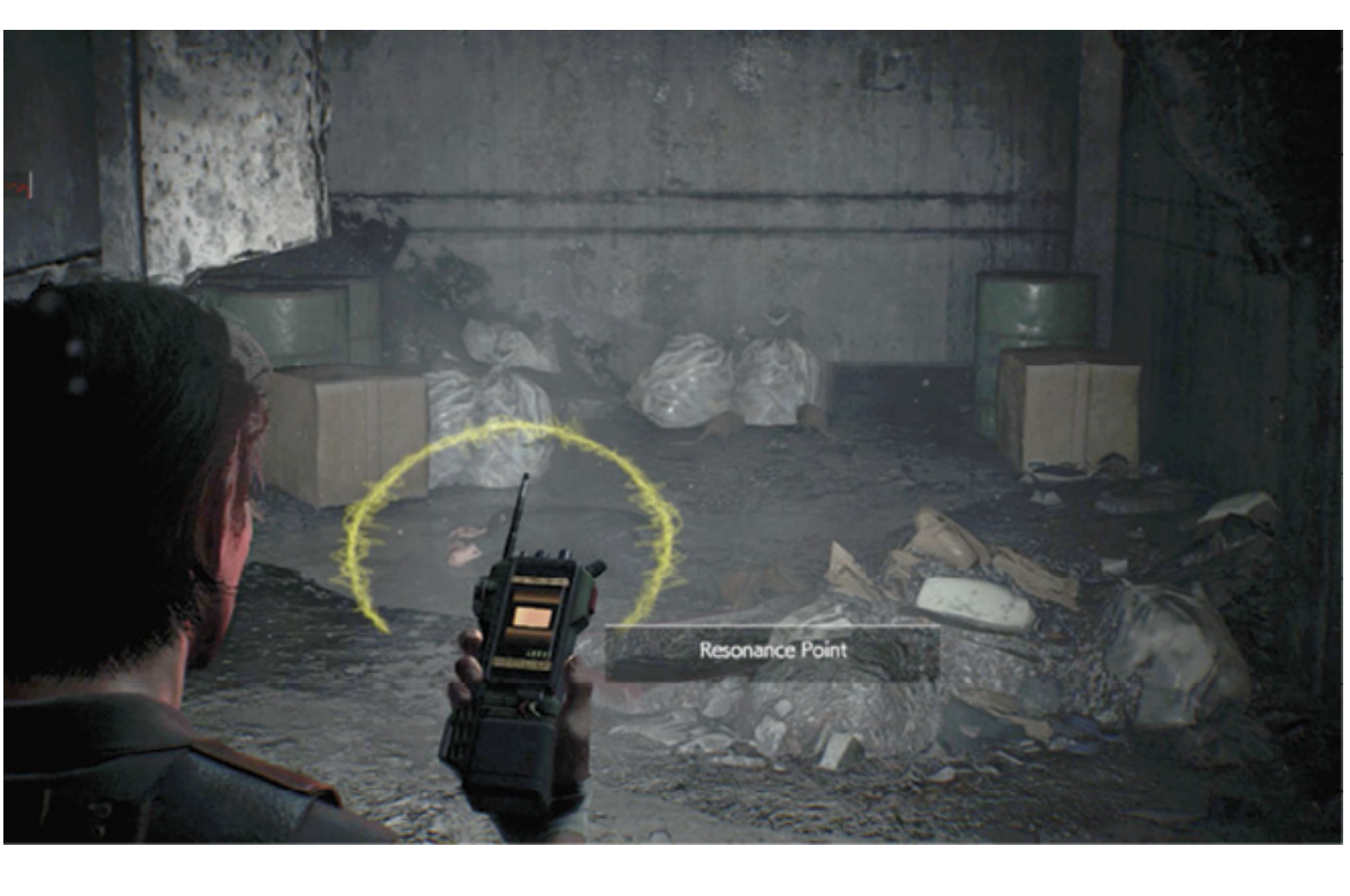


TURNER LOSES CONTACT

Union Auto Repair, Office

Tune this memory in the repair shop’s back office, near the fuse box.

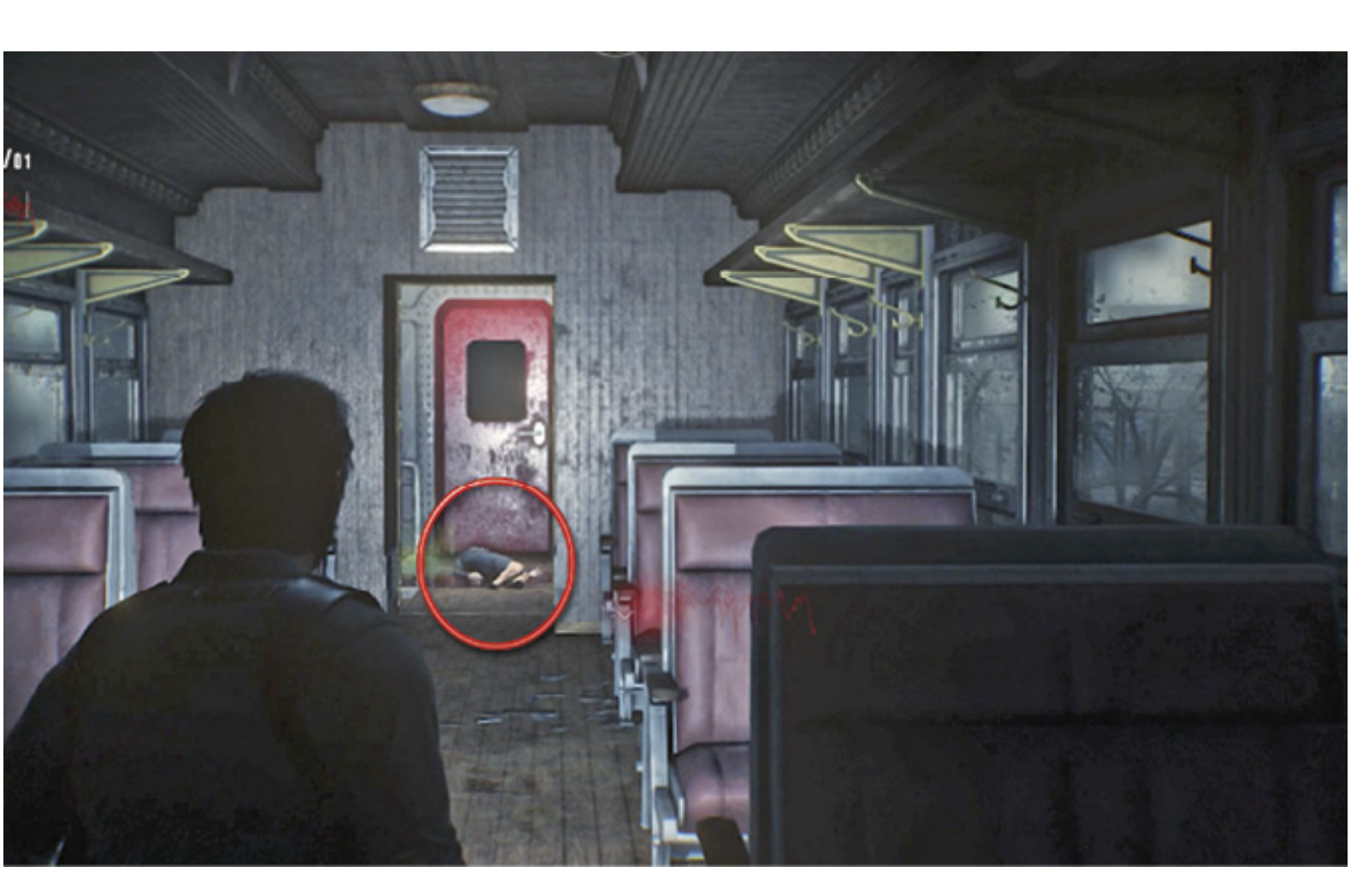


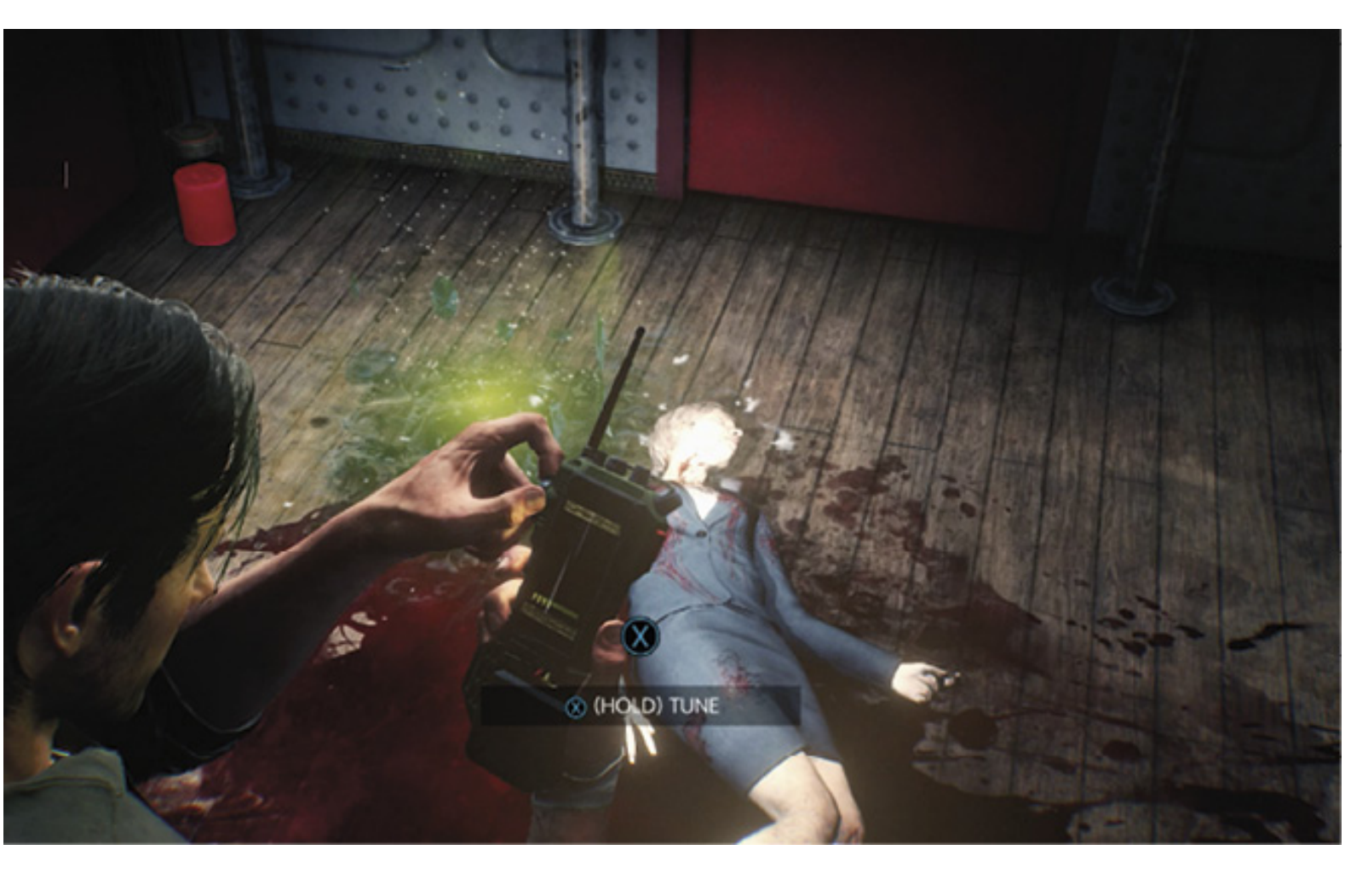


FATAL WITNESS

Location: Union Auto Repair, Underground Passage

Activate the lift in the repair garage to raise the car and reveal a floor hatch. Open the hatch, drop into the passage below, and follow it to the dead body where the Residual Memory is triggered.

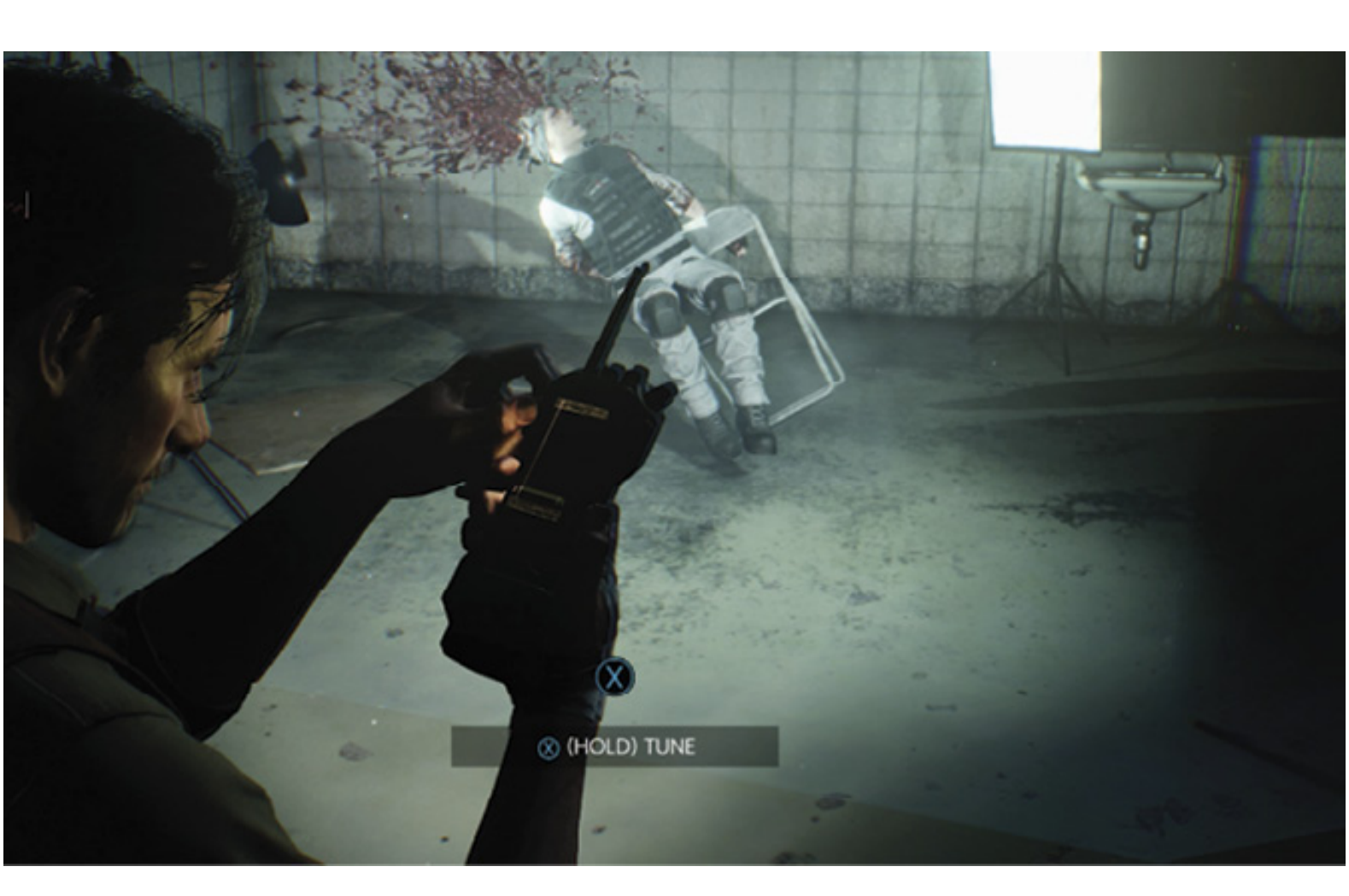


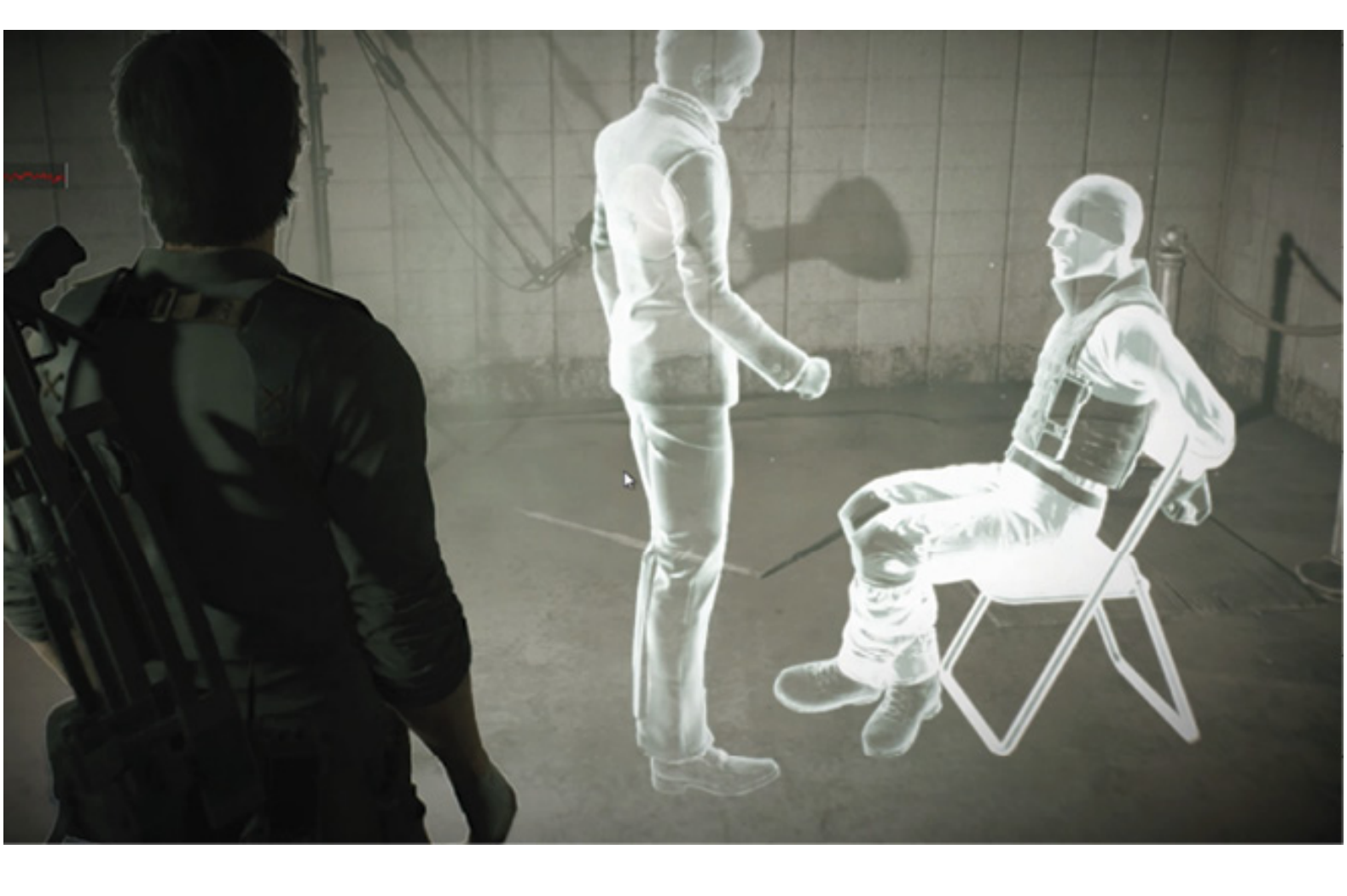


TRAIN TO NOWHERE

Location: Derailed Train, Last Car

Find the fallen woman on the platform at the very end of the derailed train on the far west edge of the Union “island.” The memory documents her frantic attempts to escape the STEM town.

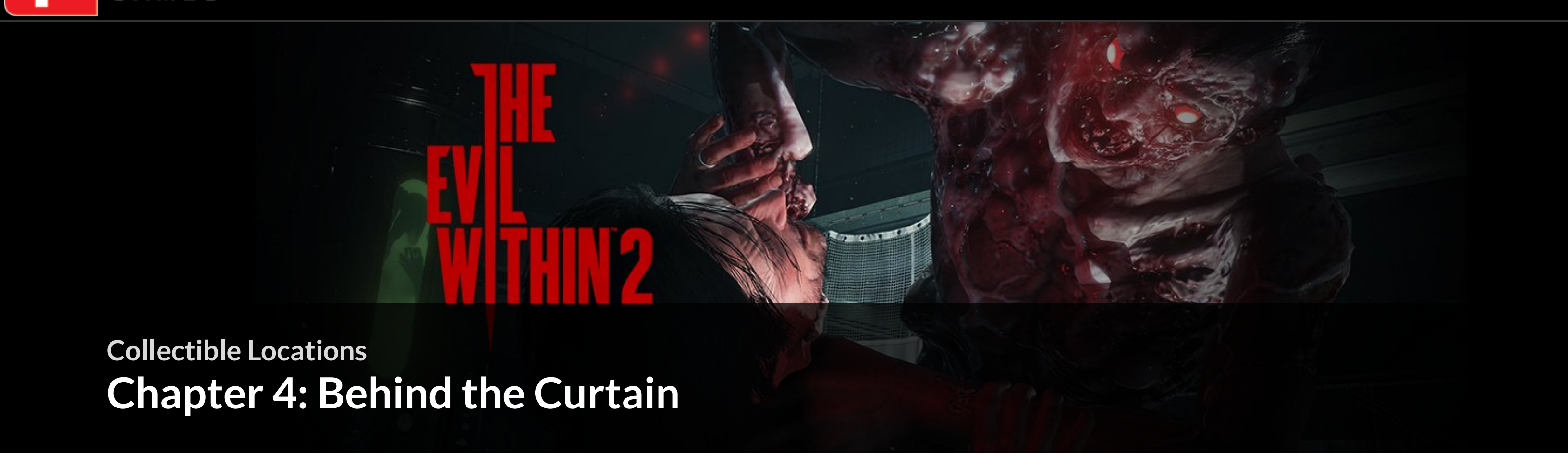




TURNER MEETS HIS GRUESOME END

Location: Union Visitor Center, Basement

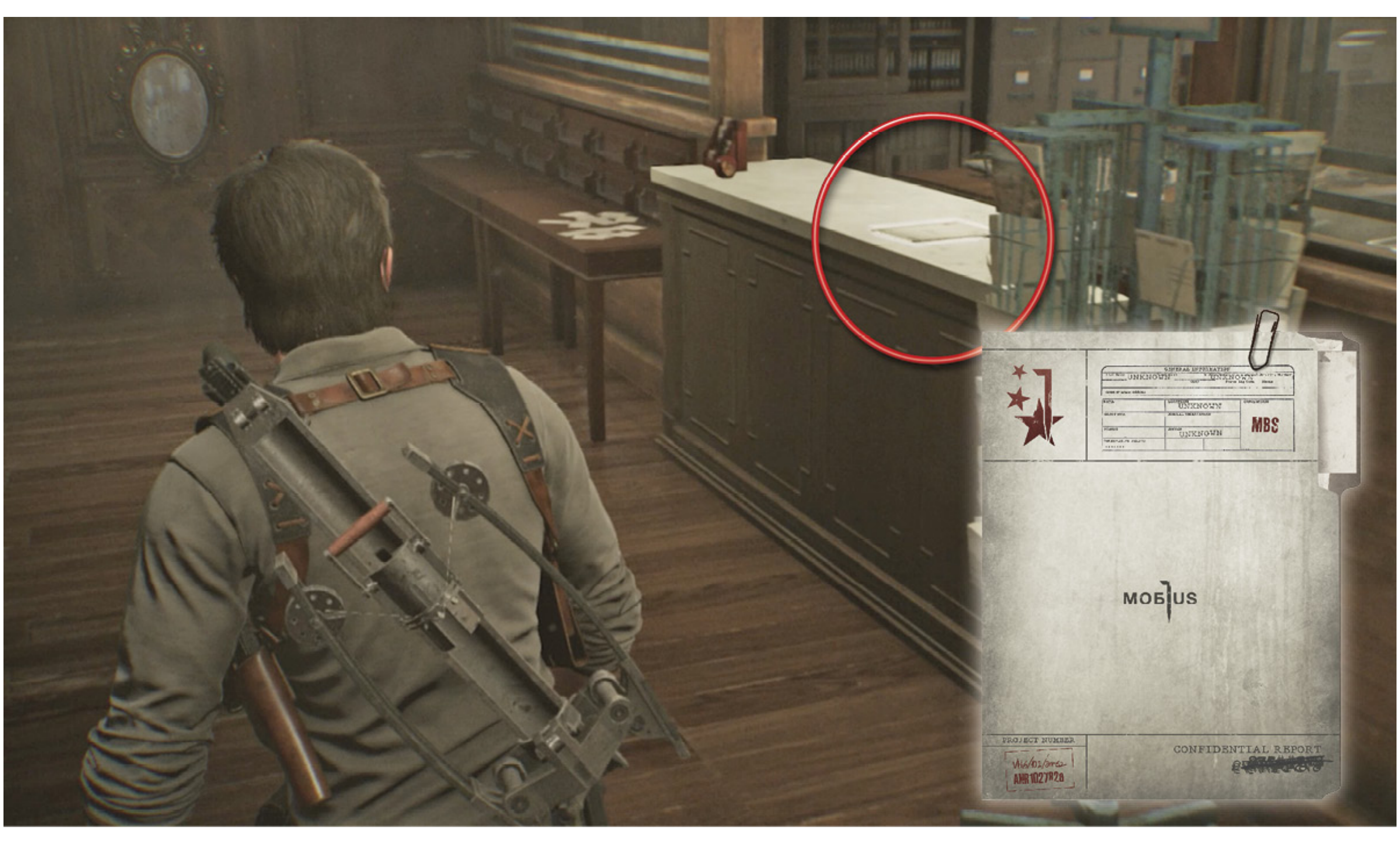
After you investigate the first three Residual Memories in the “Rogue Signal” side mission, you can access the basement in the Visitor Center. Descend the stairs and move through the door. Use the Communicator to trigger the Residual Memory.



Collectible Locations

Chapter 4: Behind the Curtain

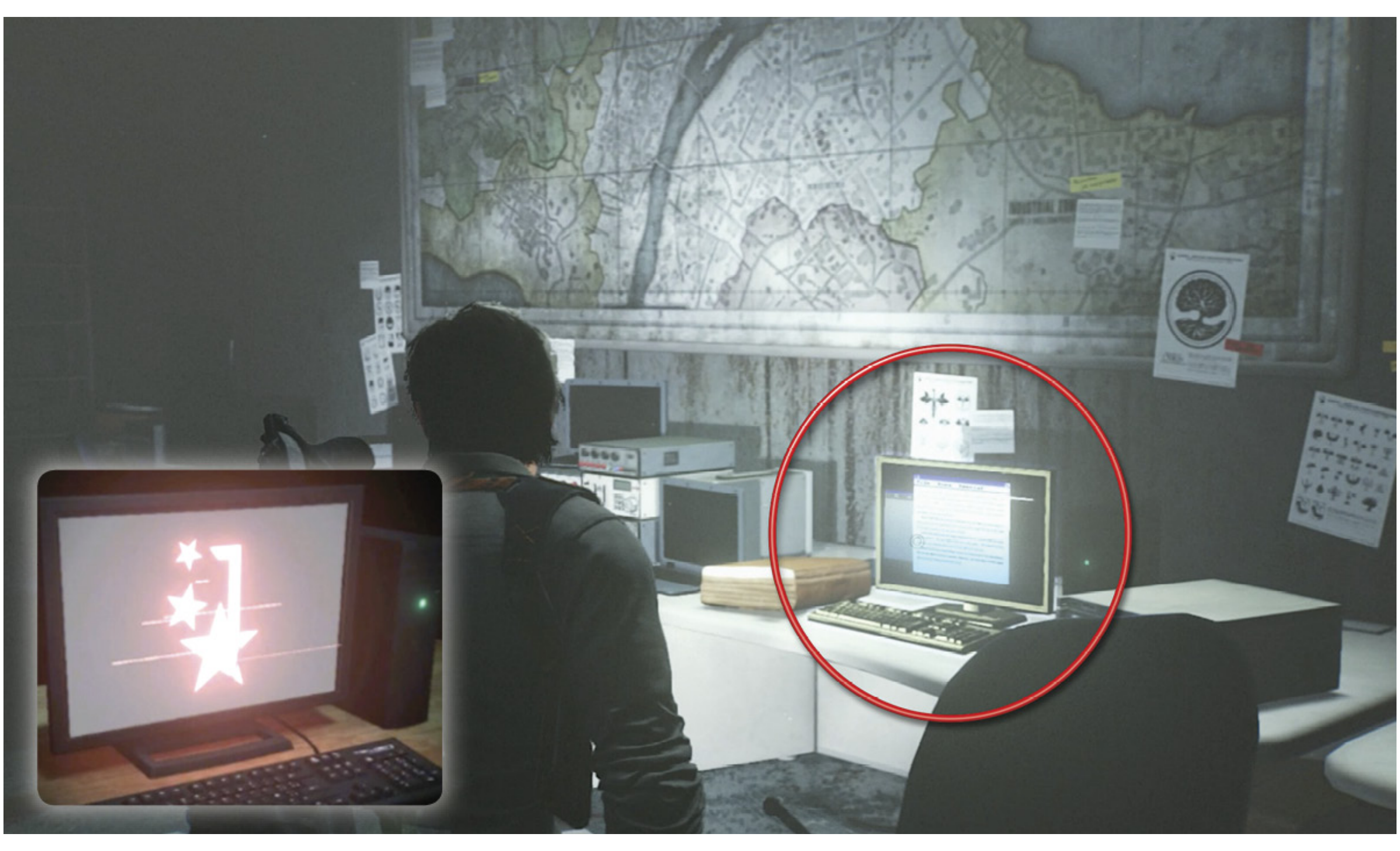
FILES



REPORT #00122: RECRUITS

Location: Union Residential District, North Safe House (Union Power & Gas)

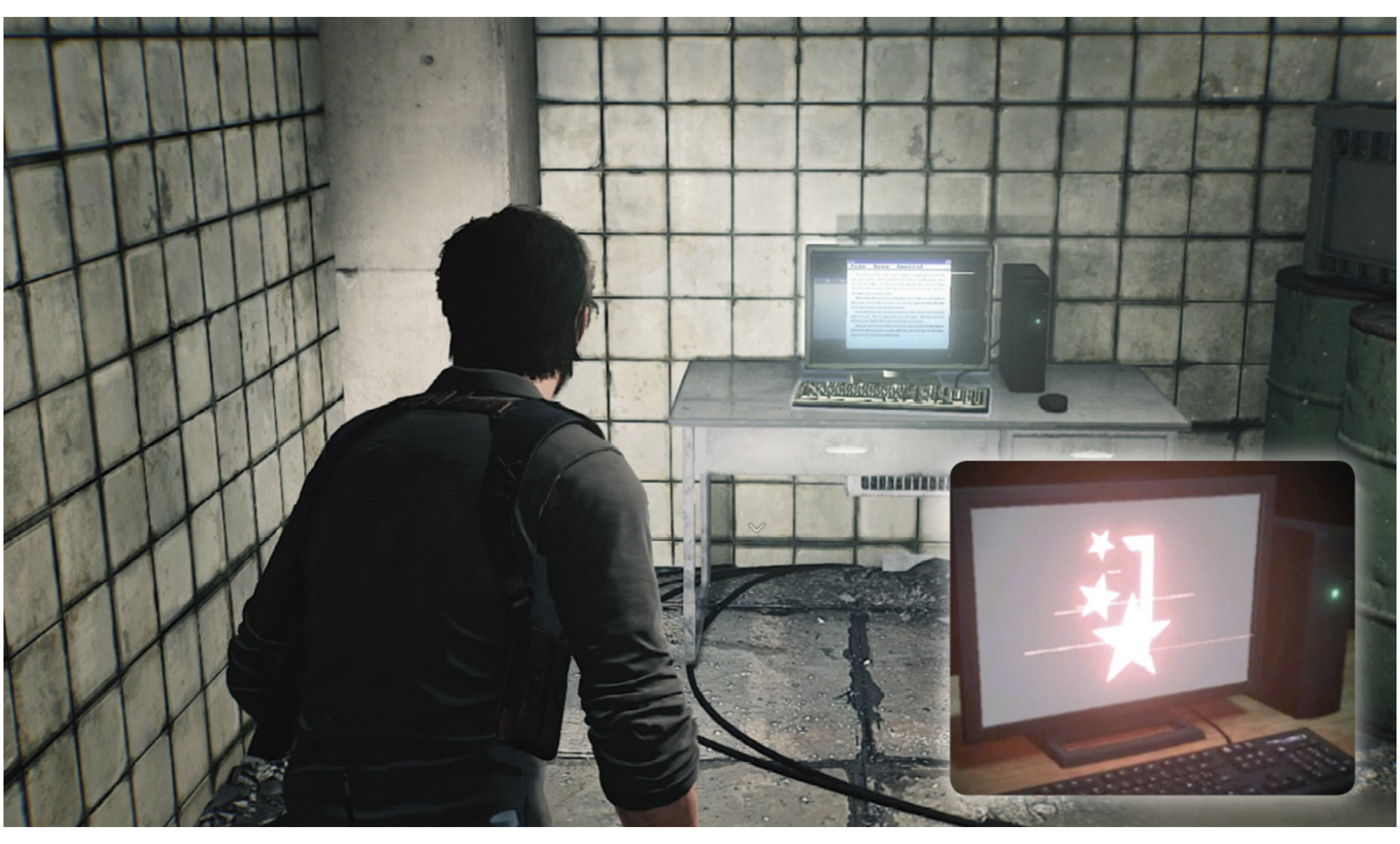
This report folder sits on the front counter in the main office inside the Safe House.



EMAIL: UNION GROWTH

Location: The Marrow—Operations, Situation Room

This email is on the screen of the computer sitting on the long counter underneath the big wall map of Union in the Situation Room.

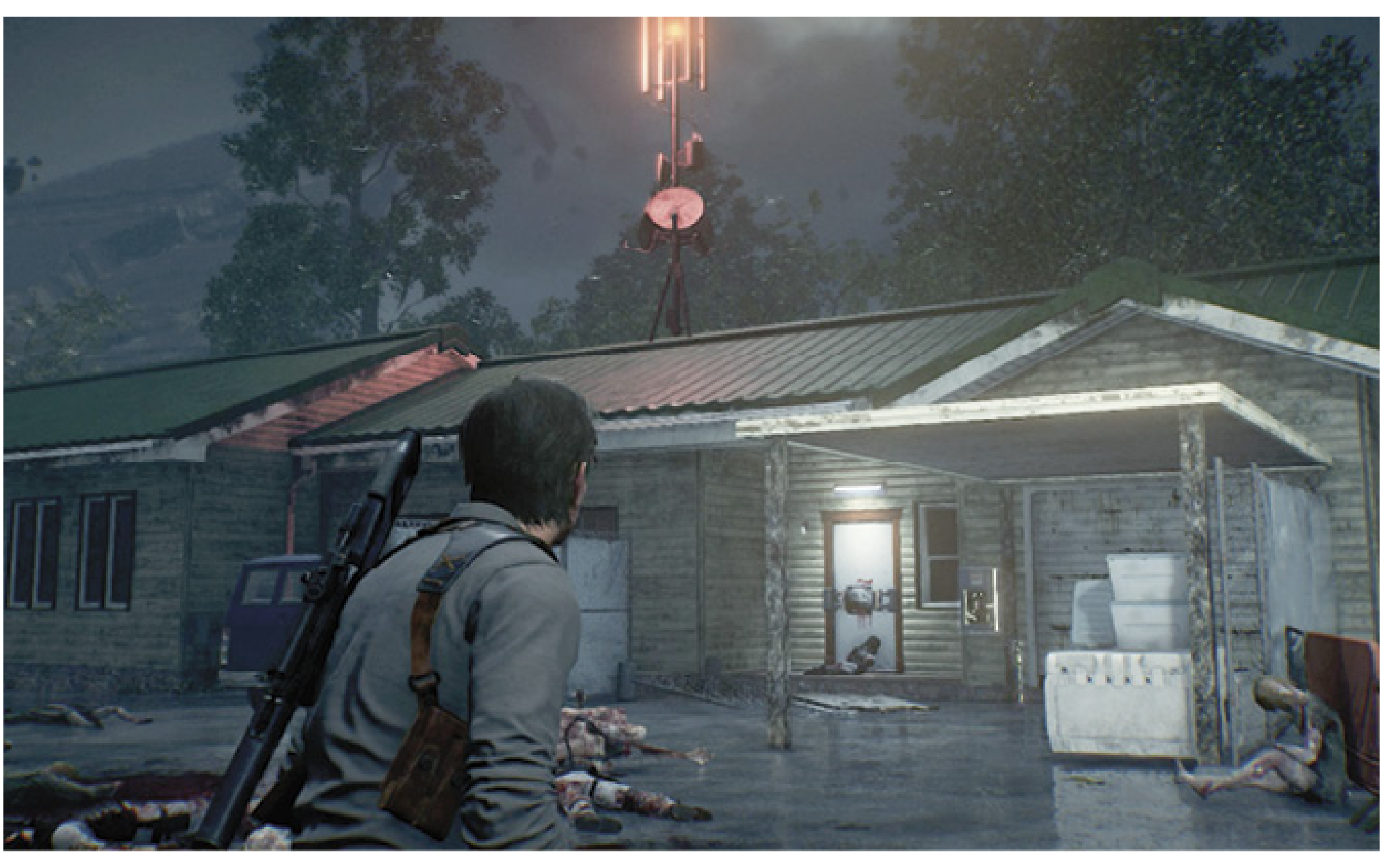


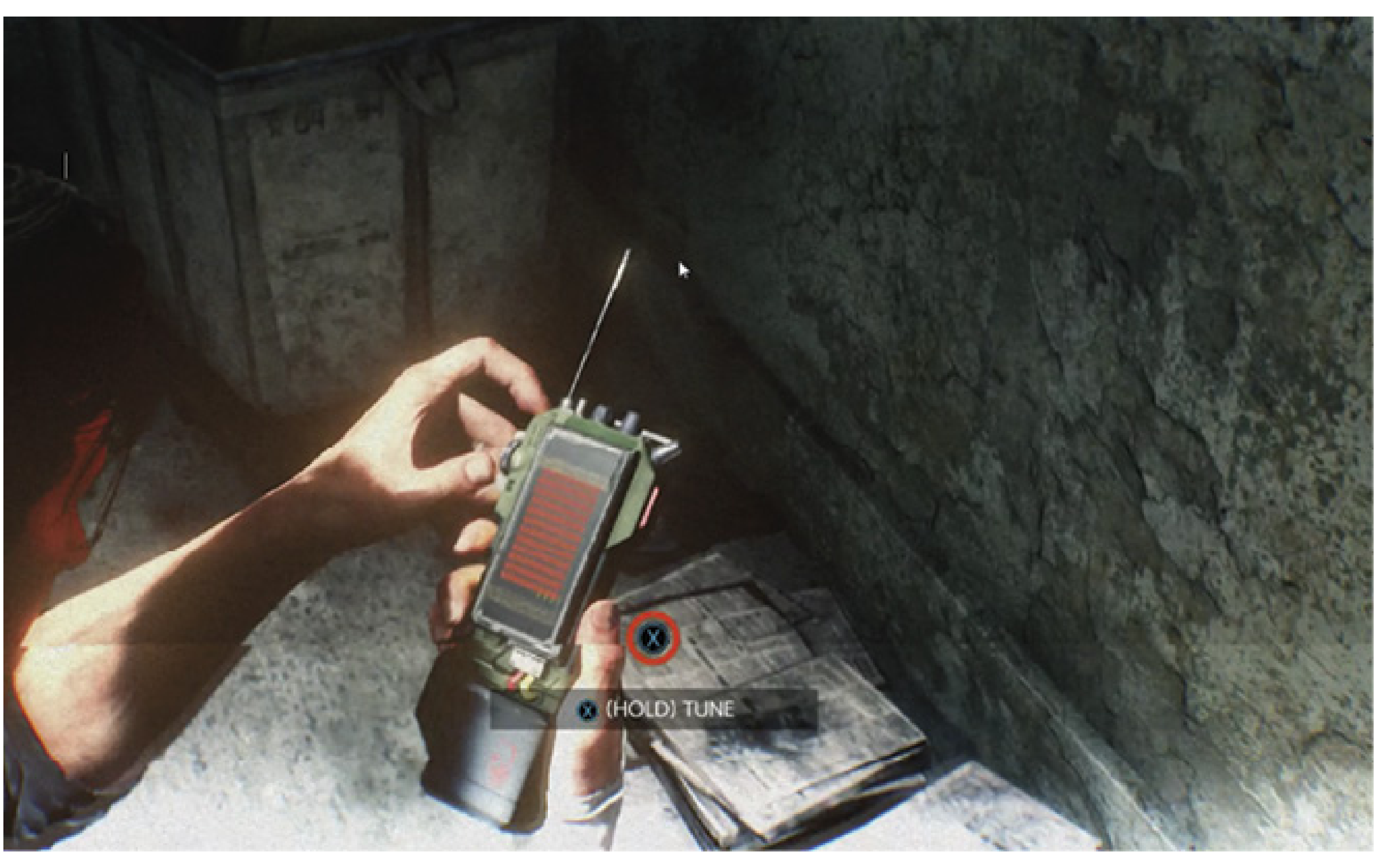
EMAIL: EXPANSION AND DATA GOALS

Location: The Marrow, Access Tunnels—Central

After you get past the gas-filled tunnels, climb the ladder into the power control room. Use the computer monitor sitting on a small desk in the corner to collect this email file.

RESIDUAL MEMORIES

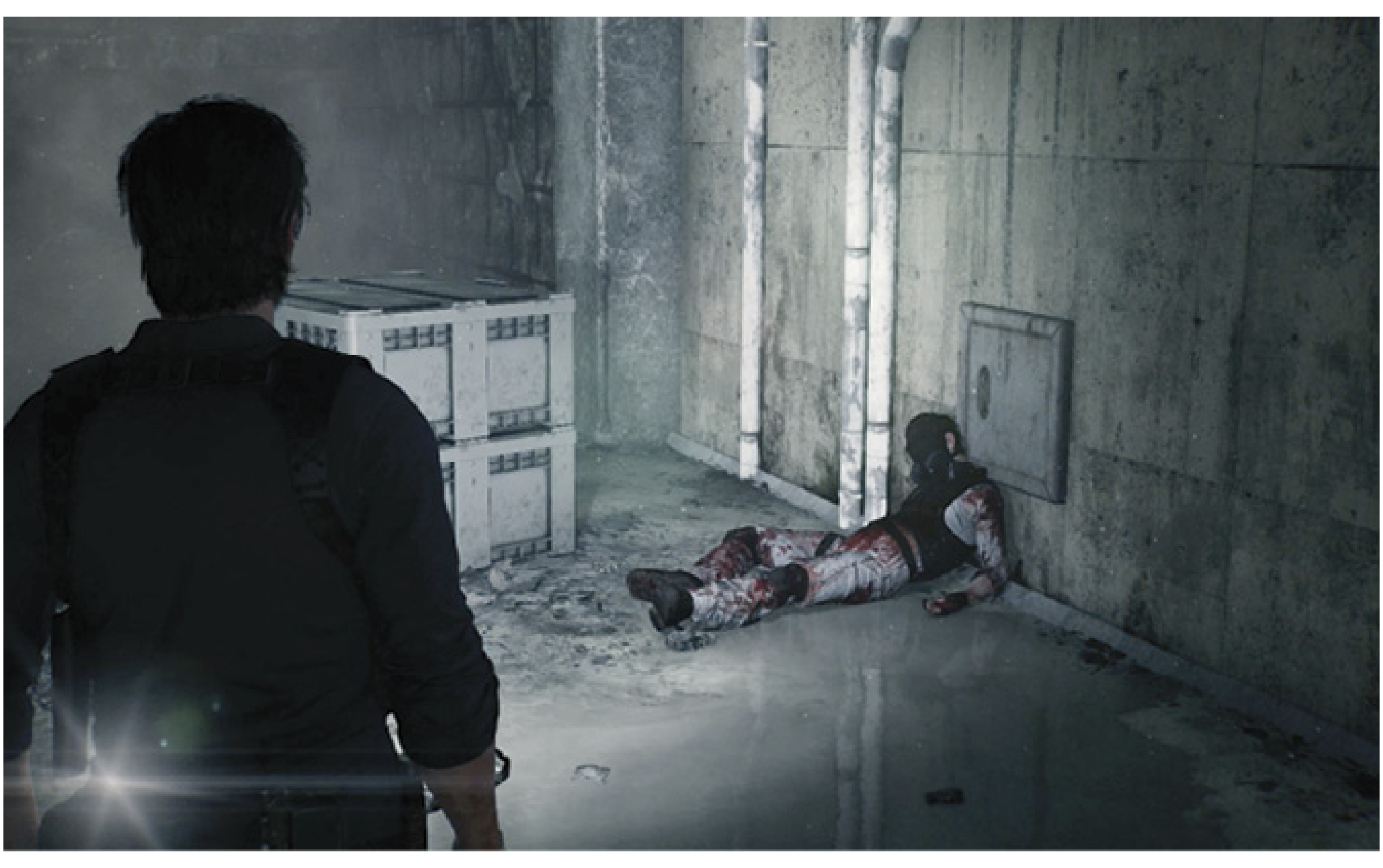


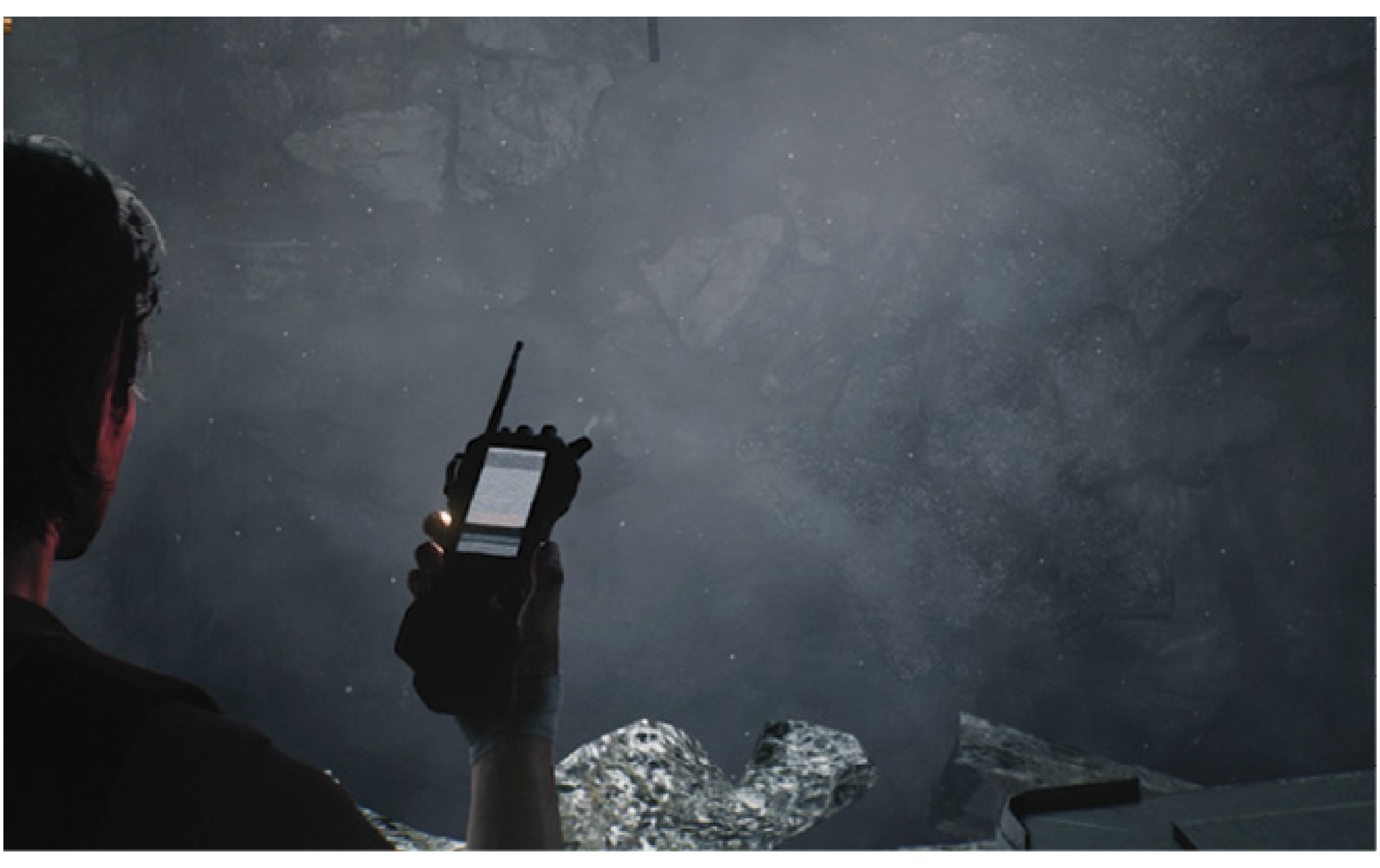


BATTEN DOWN THE HATCHES

Location: Union Residential District, North Safe House (Union Power & Gas)

Tune in this memory inside the garage of Union Power & Gas, also known as the North Safe House. To open the garage door, you'll need to fire a Shock Bolt into the lock panel next to the door.

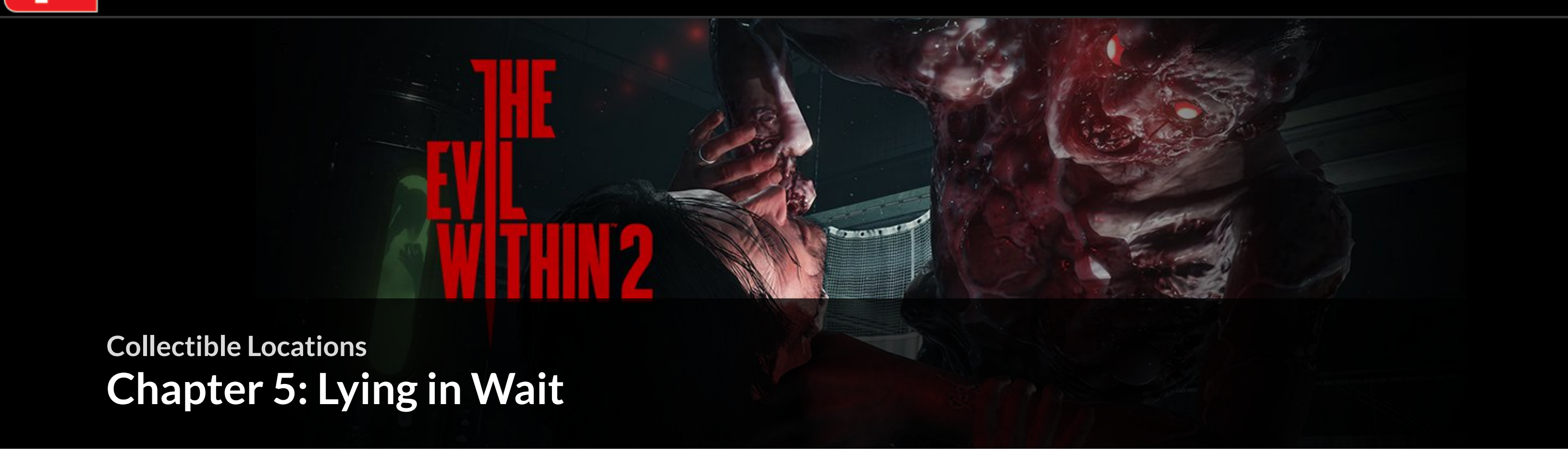




TRAPPED IN THE MARROW

Location: The Marrow, Access Tunnels—Central

After you pass through the gas leak tunnels, head up the stairs and across the catwalk to the rusting door. Continue past the vent opening to a fallen Mobius soldier. Tune in the memory near the edge of the collapsed section of passage to Exit B2.


THE EVIL WITHIN 2

Collectible Locations

Chapter 5: Lying in Wait

FILES

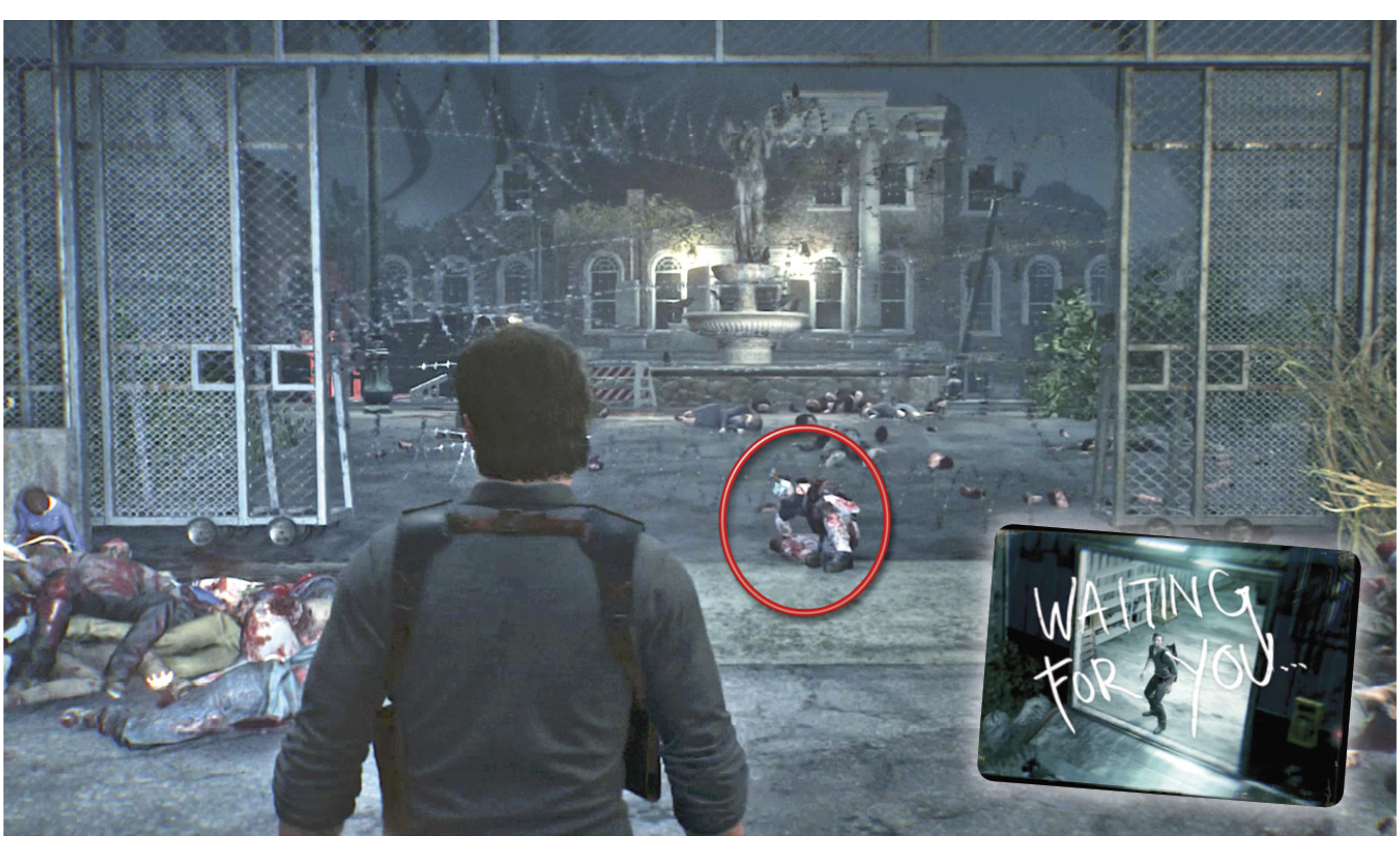
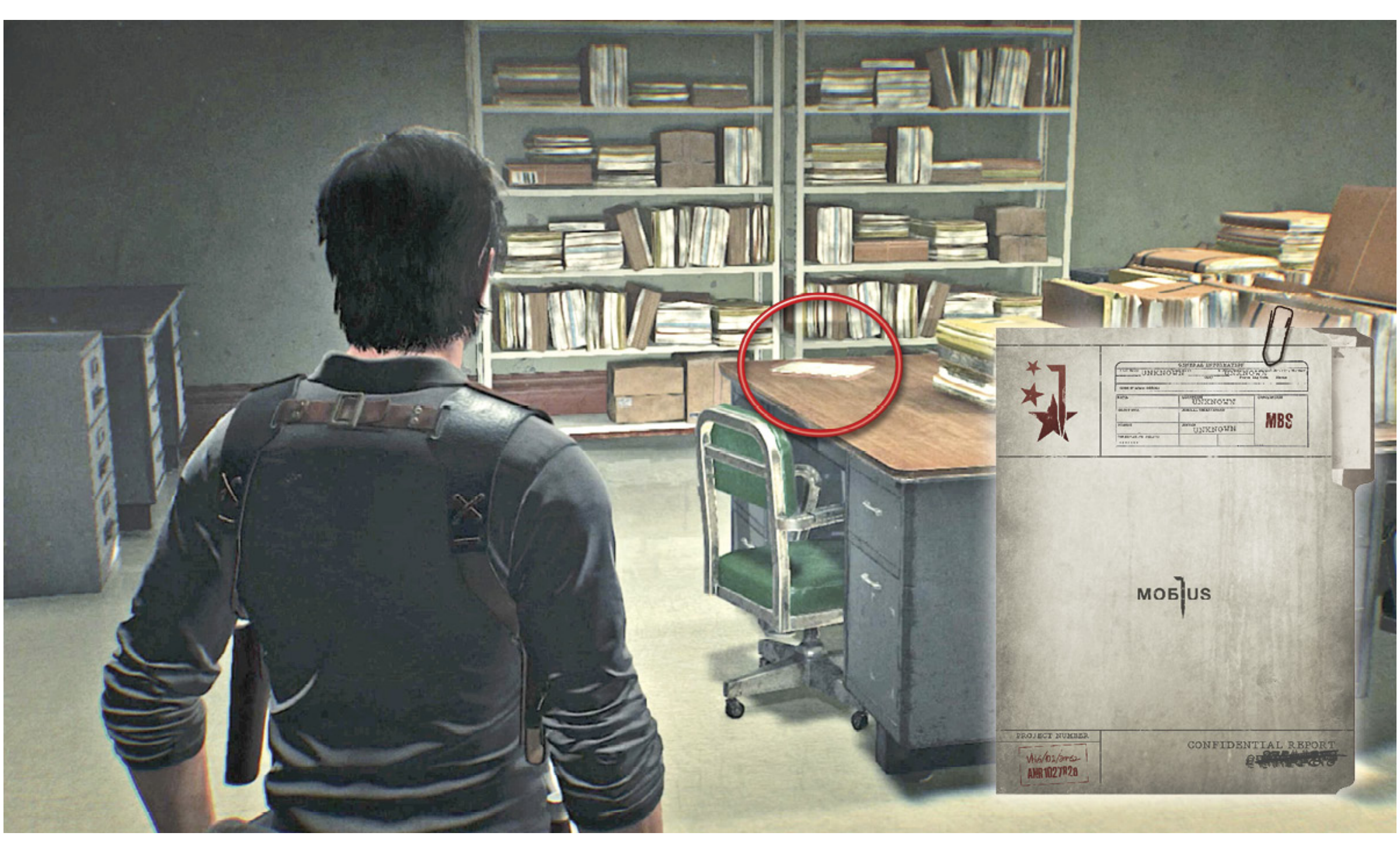

WAITING FOR YOU...

PHOTO OF SEBASTIAN CASTELLANOS

Location: City Hall Area, Front Gate

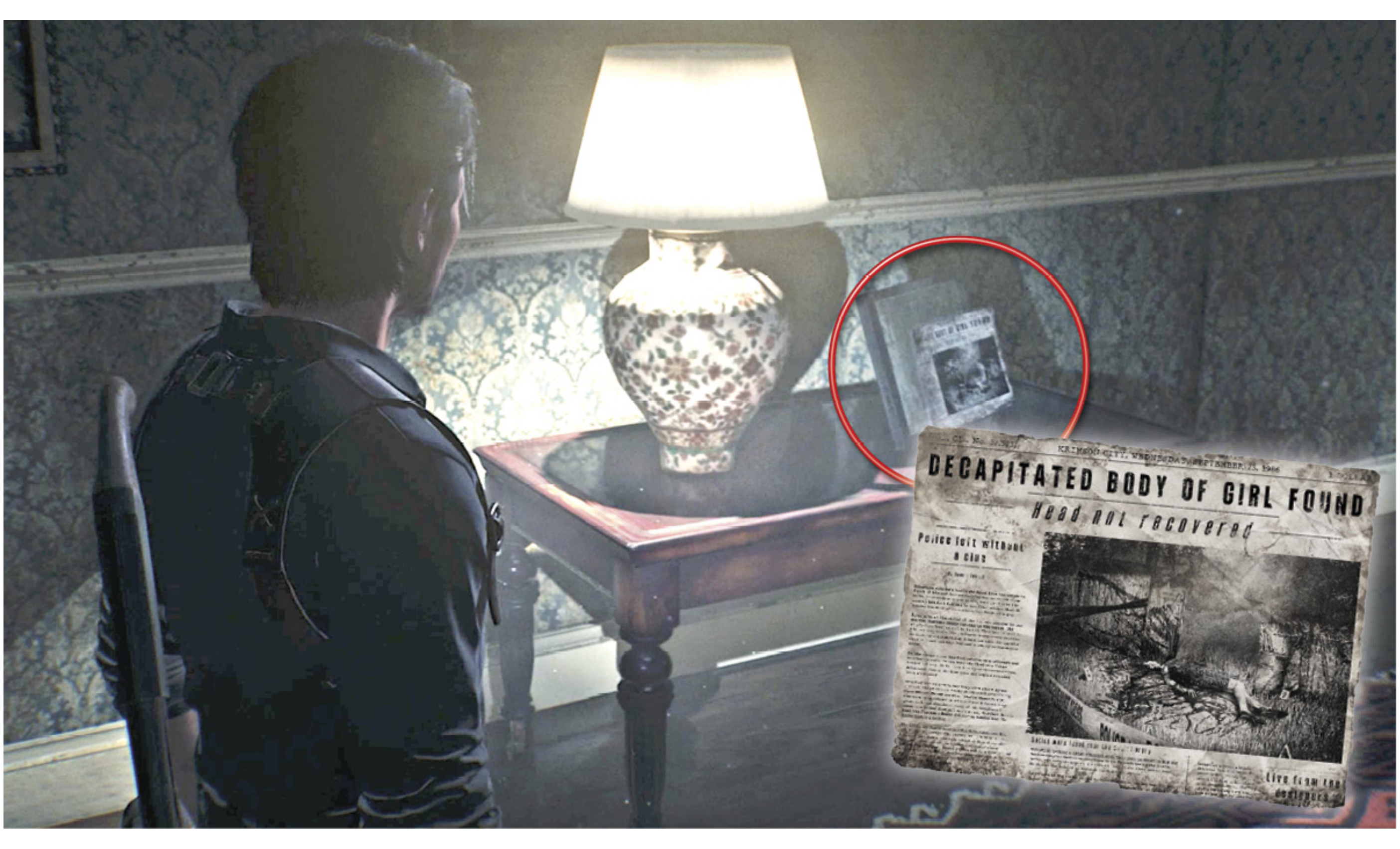
This photo of Sebastian is tacked onto the skull of a fallen Mobius guard at the barbed-wired front gate leading into the City Hall grounds.


UNKNOWN
UNKNOWN
UNKNOWN
MBS
MOBIUS
PROJECT NUMBER
CONFIDENTIAL REPORT

REPORT #00977: URGENT STRUCTURAL ISSUES

Location: Union City Hall, Mail Room

Find this report on the corner of a cluttered desk not far from where you find Miles Harrison (if you entered City Hall via the rear entrance).


DECAPITATED BODY OF GIRL FOUND
Head not recovered
Police left without a clue

KRIMSON POST ARTICLE

Location: Stefano's domain

This news article sits on a side table down the hallway that appears after you snap the correctly arranged photograph of the mannequin. Note the name in it: "Stefano Valentini."

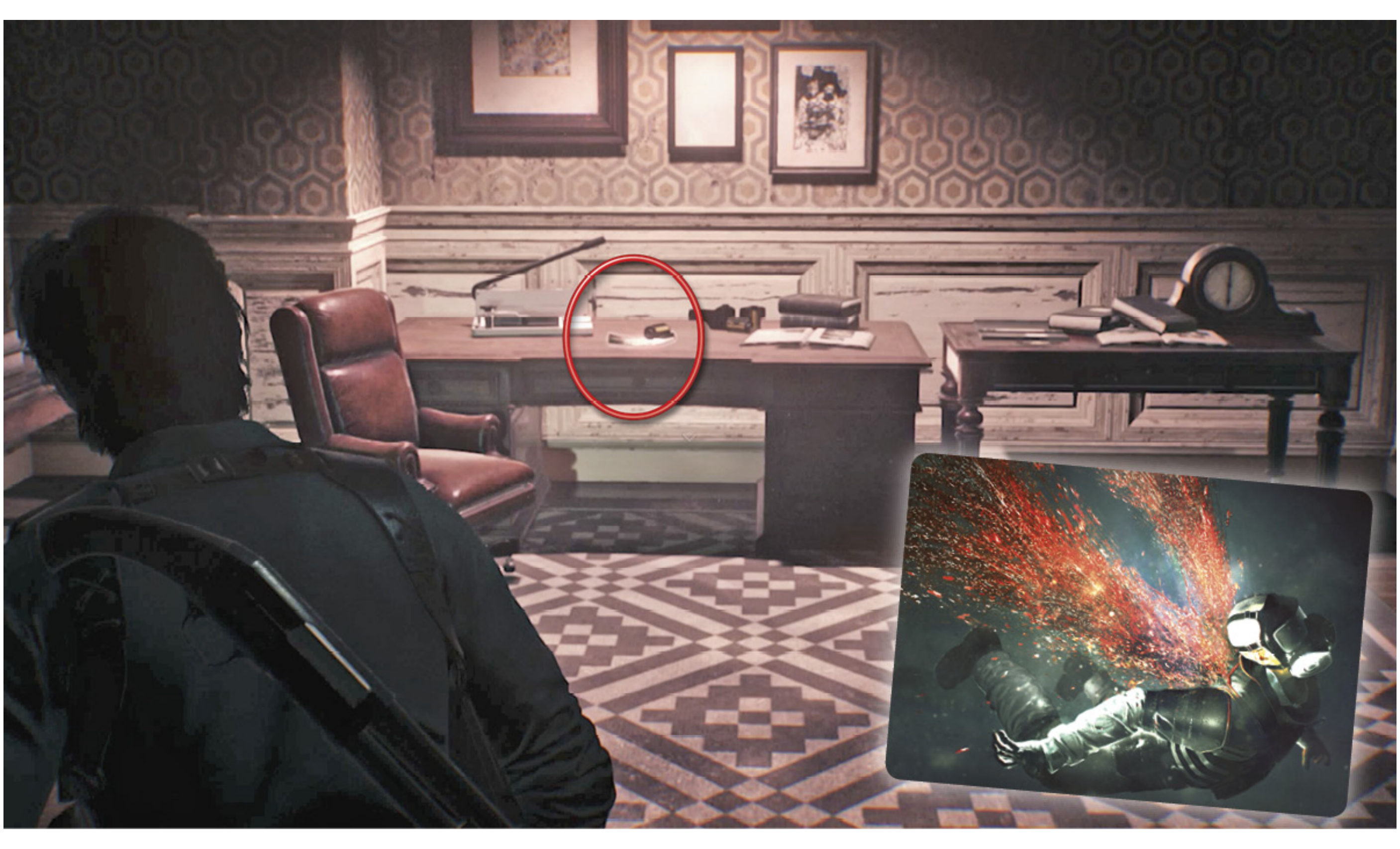
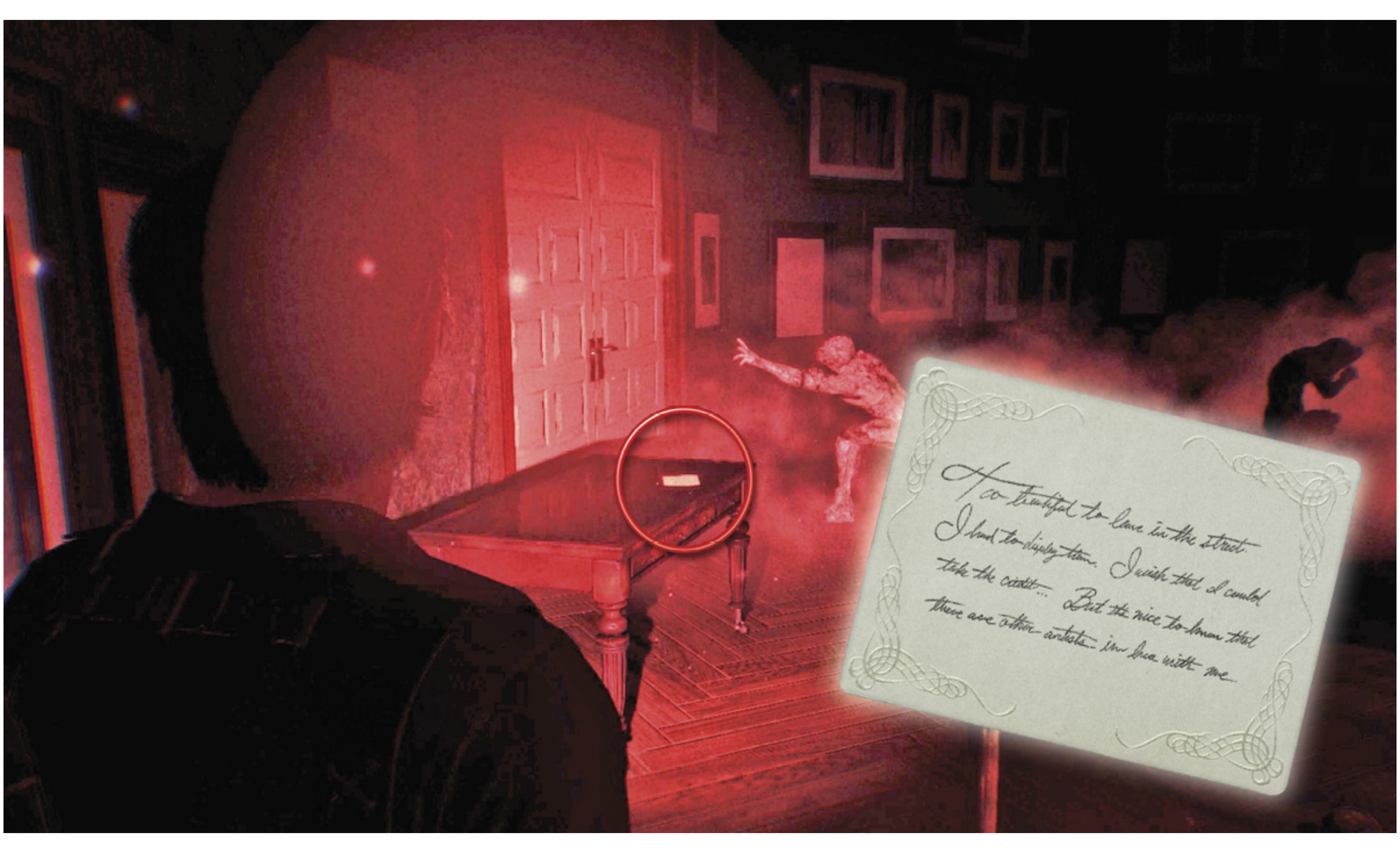


PHOTO OF MURDERED MOBIUS OPERATIVE

Location: Stefano's domain

When you traverse the two corridors after snapping the photo of the mannequin, you eventually reach an office. This photo sits on the desk.

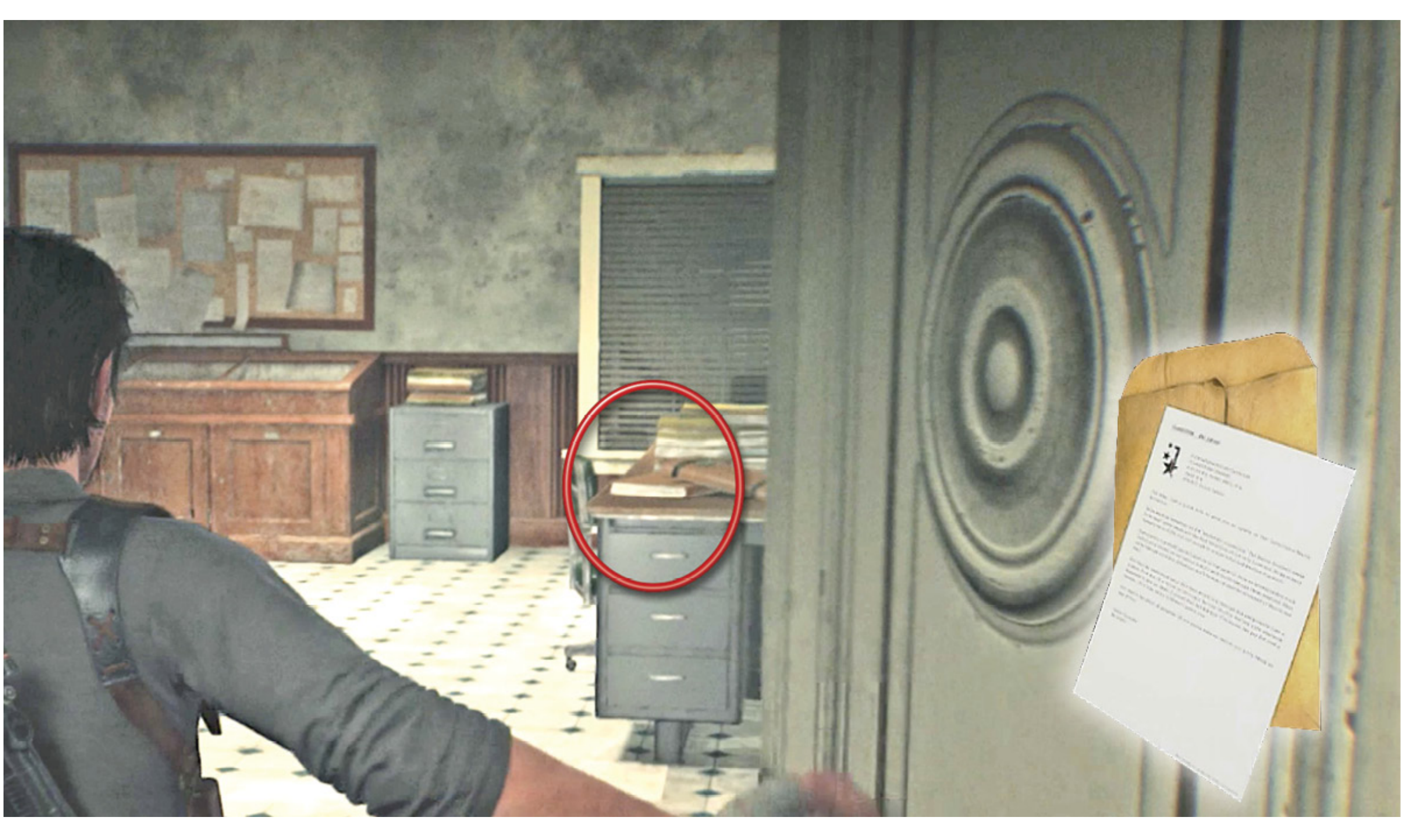


Too beautiful to leave in the street. I had to display them. I wish that I could take the credit... But its nice to know that there are other artists in line with me

HANDWRITTEN NOTE

Location: Stefano's domain

After you descend the long staircase from the strangely shifting hallways, you enter a large room filled with sculptures of contorted, grasping figures. Find the note on a small table next to the exit door.

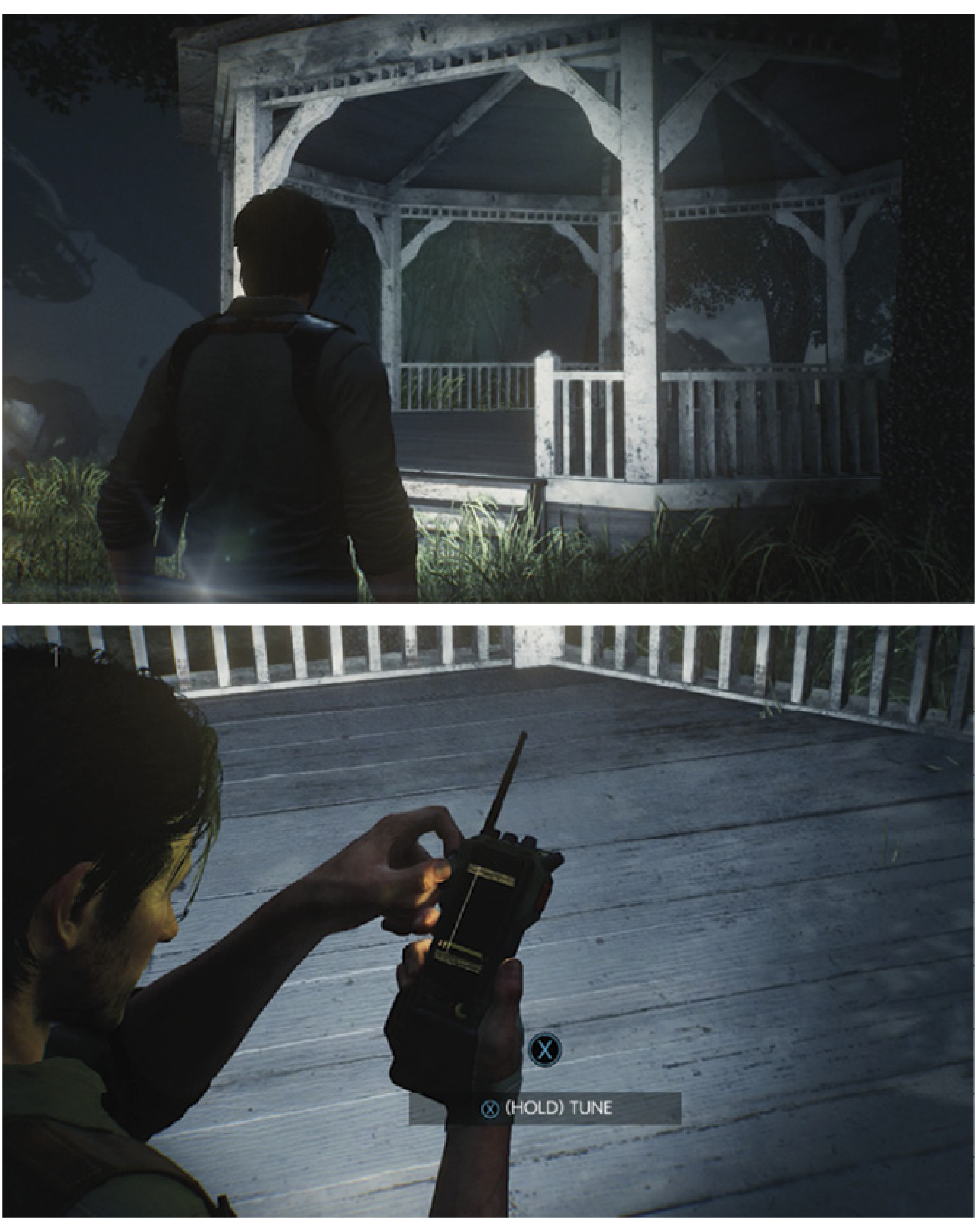


REPORT #00213: UNION SOCIAL MAINTENANCE

Location: Union City Hall, Second Floor (After Obscura)

After you reactivate the Stable Field Emitter, exit the South Hall to the balcony and head left to the office area. Look for this folder on a desk in the middle of the office.

RESIDUAL MEMORIES

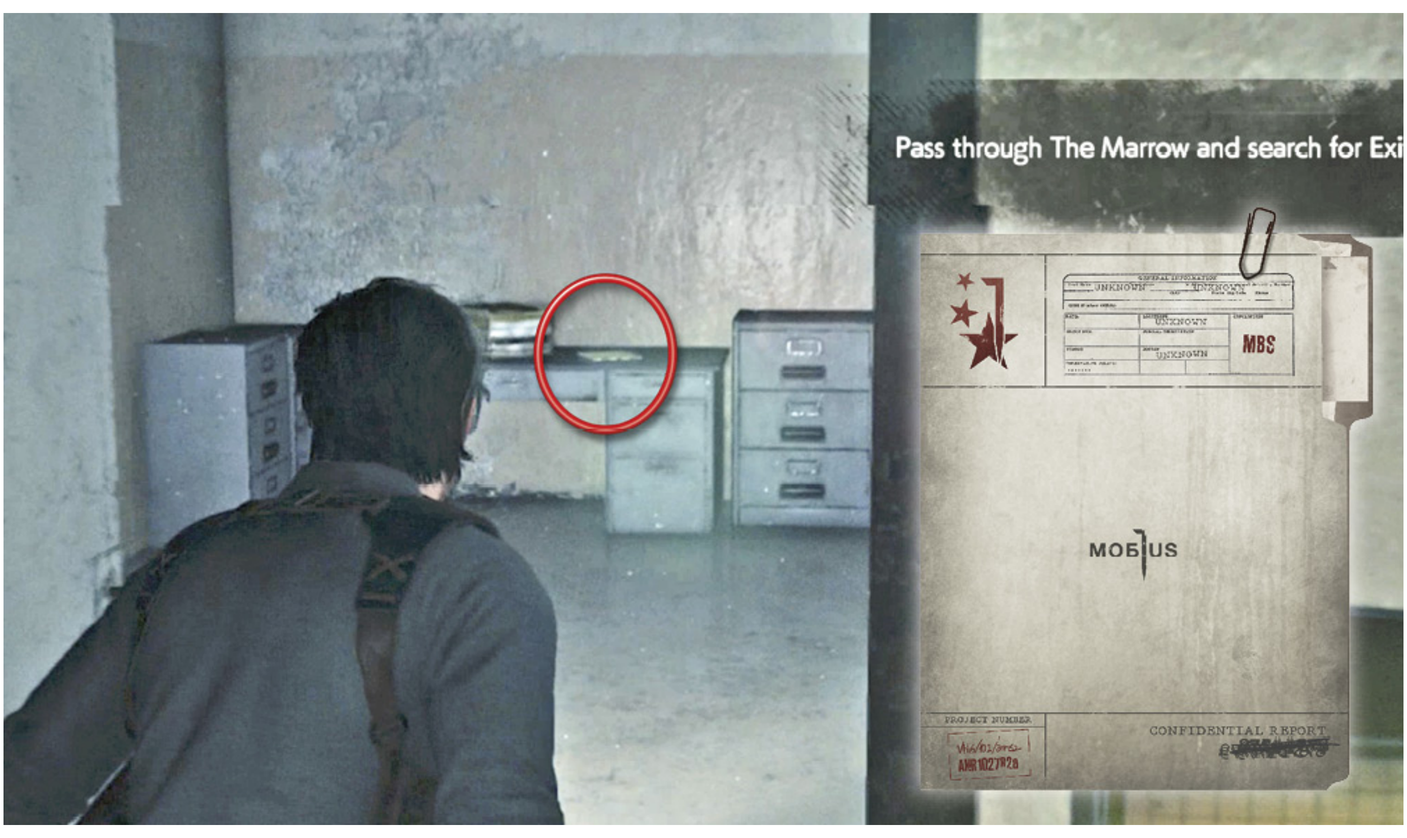


BEFORE THE COLLAPSE

Location: City Hall Area, Gazebo

Tune in this memory on the gazebo platform just a short distance from the Safe House.

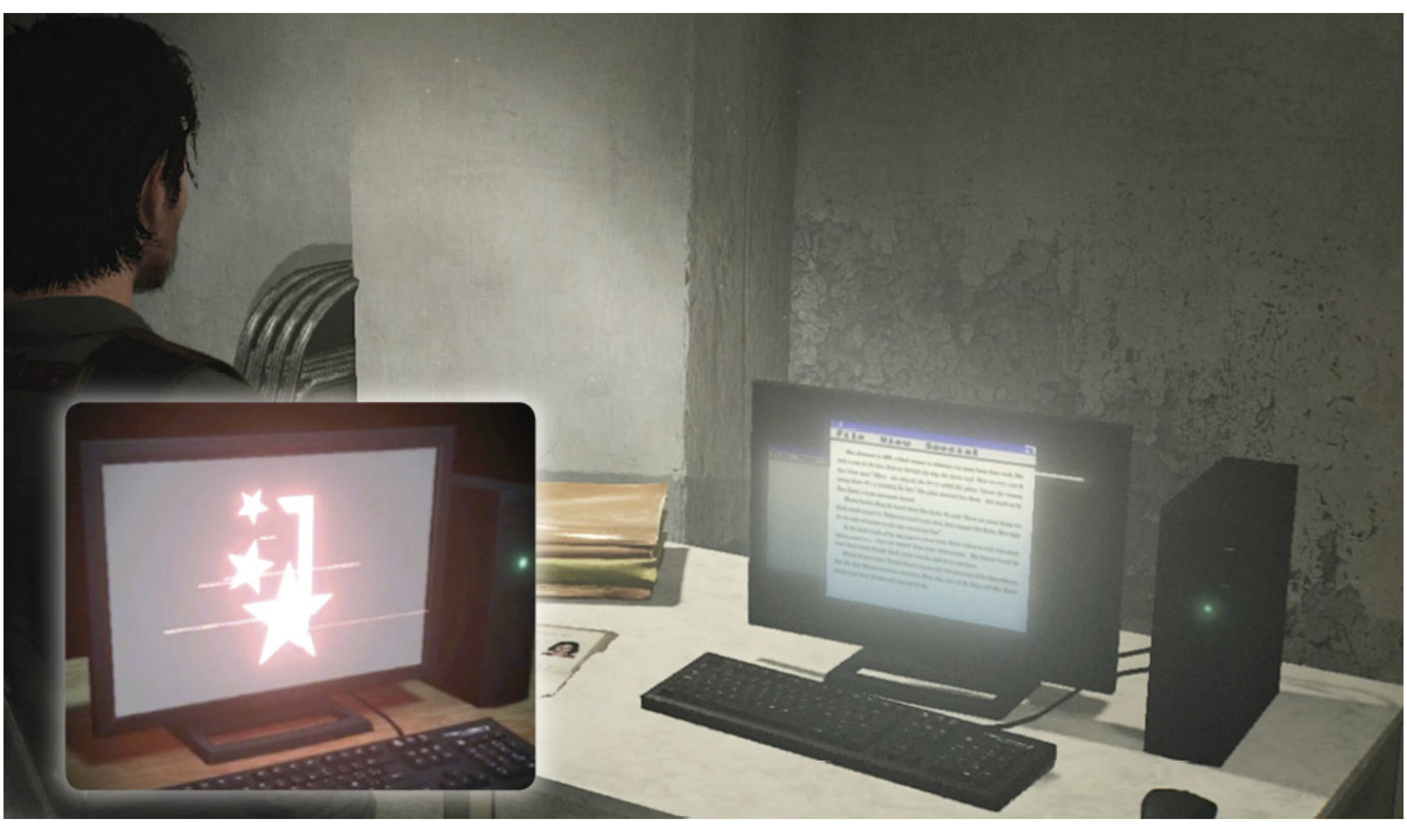
FILES



REPORT #00532: DISPLACEMENT PROTOCOLS

Location: The Marrow, Facilities (near Exit D5)

Once you get past the Watcher, find the door with an oscilloscope lock panel and solve the puzzle to unlock it. Inside the room, the report sits on a desk.

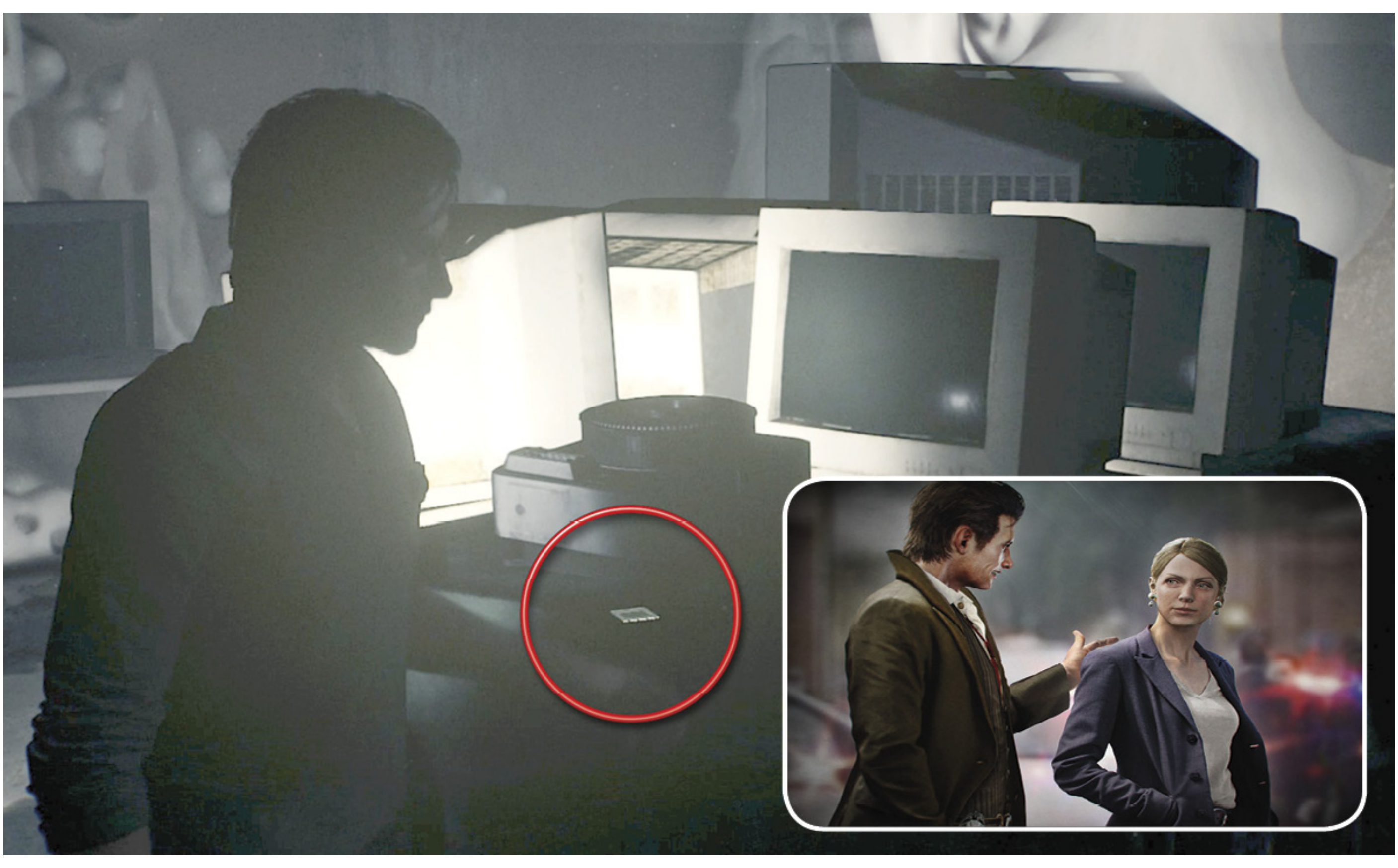


EMAIL: CORE CANDIDATES

Location: The Marrow, Facilities (Hoffman's Safe House)

After you meet Yukiko Hoffman, examine the nearby computer monitor to find this email displayed.

SLIDES

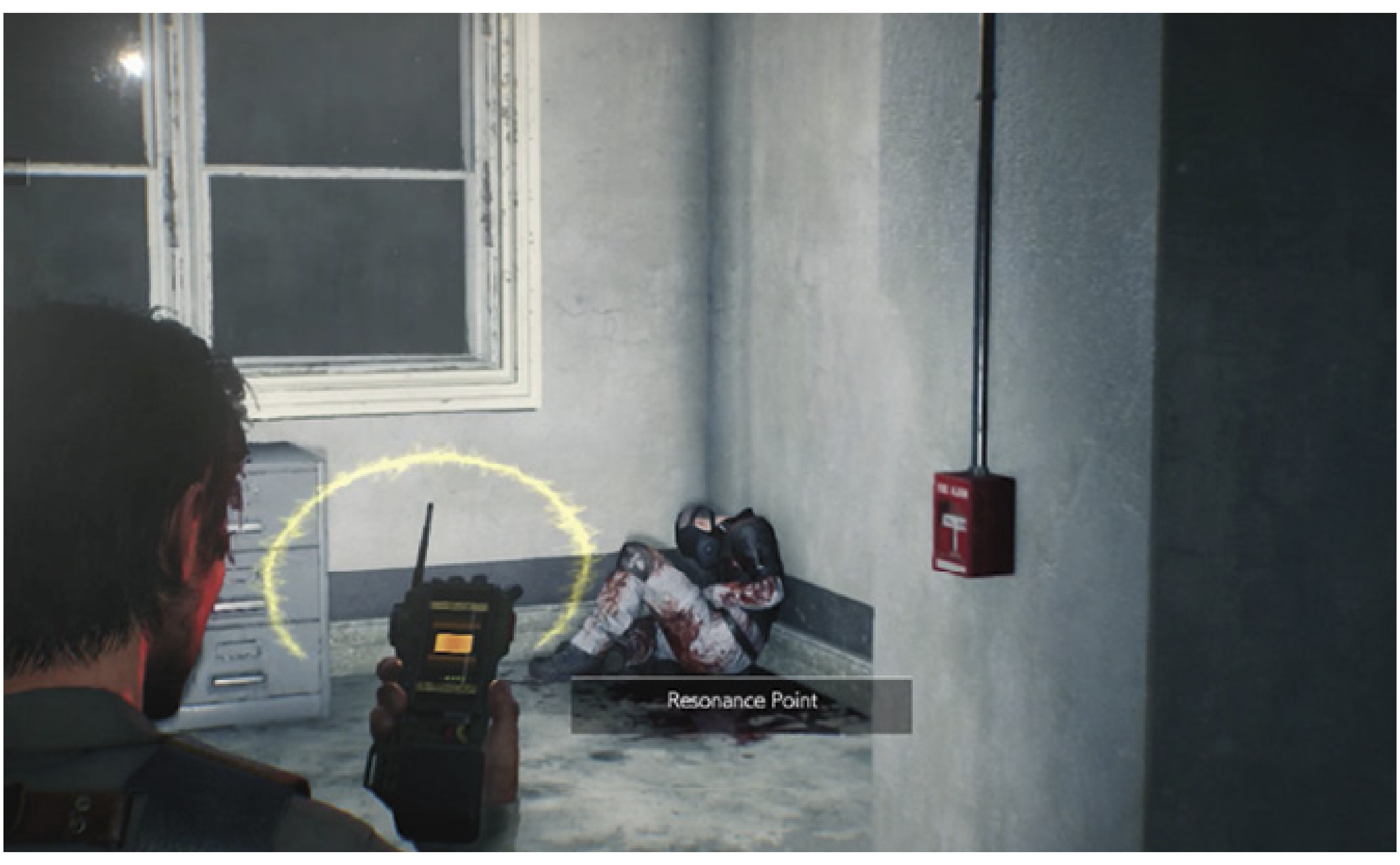


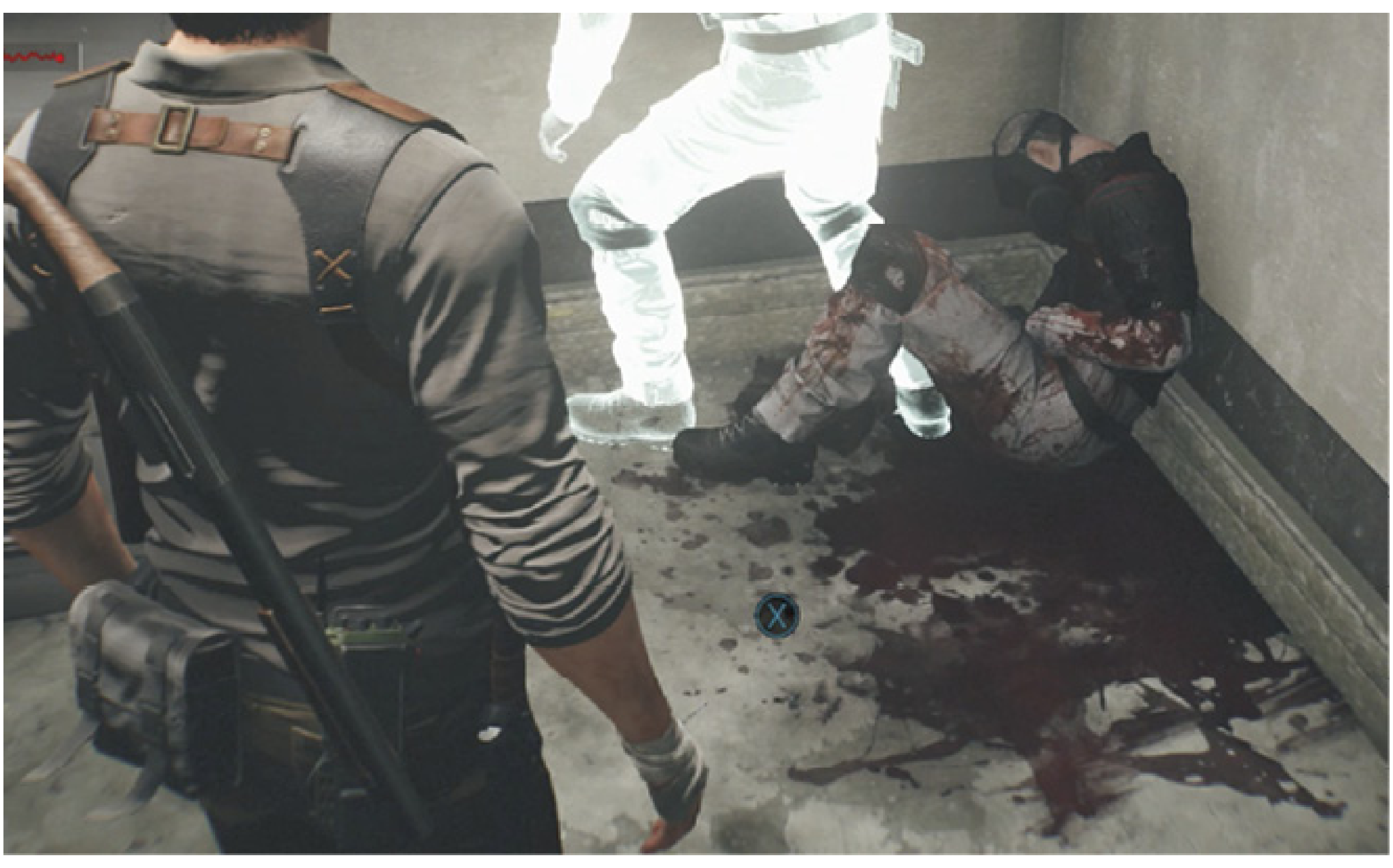
SLIDE 4: "SEBASTIAN AND MYRA"

Location: The Marrow, Facilities

When you leave City Hall and move through The Marrow to find Exit D5, you pass through a section covered in white goop. In the media room, Sebastian views a projection of a conversation with his wife Myra. After that, pick up the slide sitting next to a projector nearby.

RESIDUAL MEMORIES

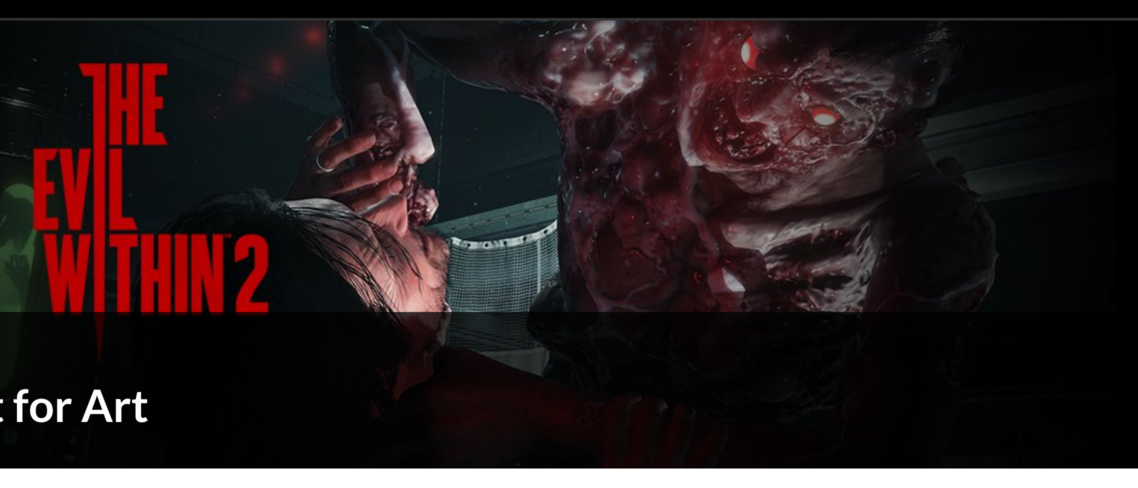




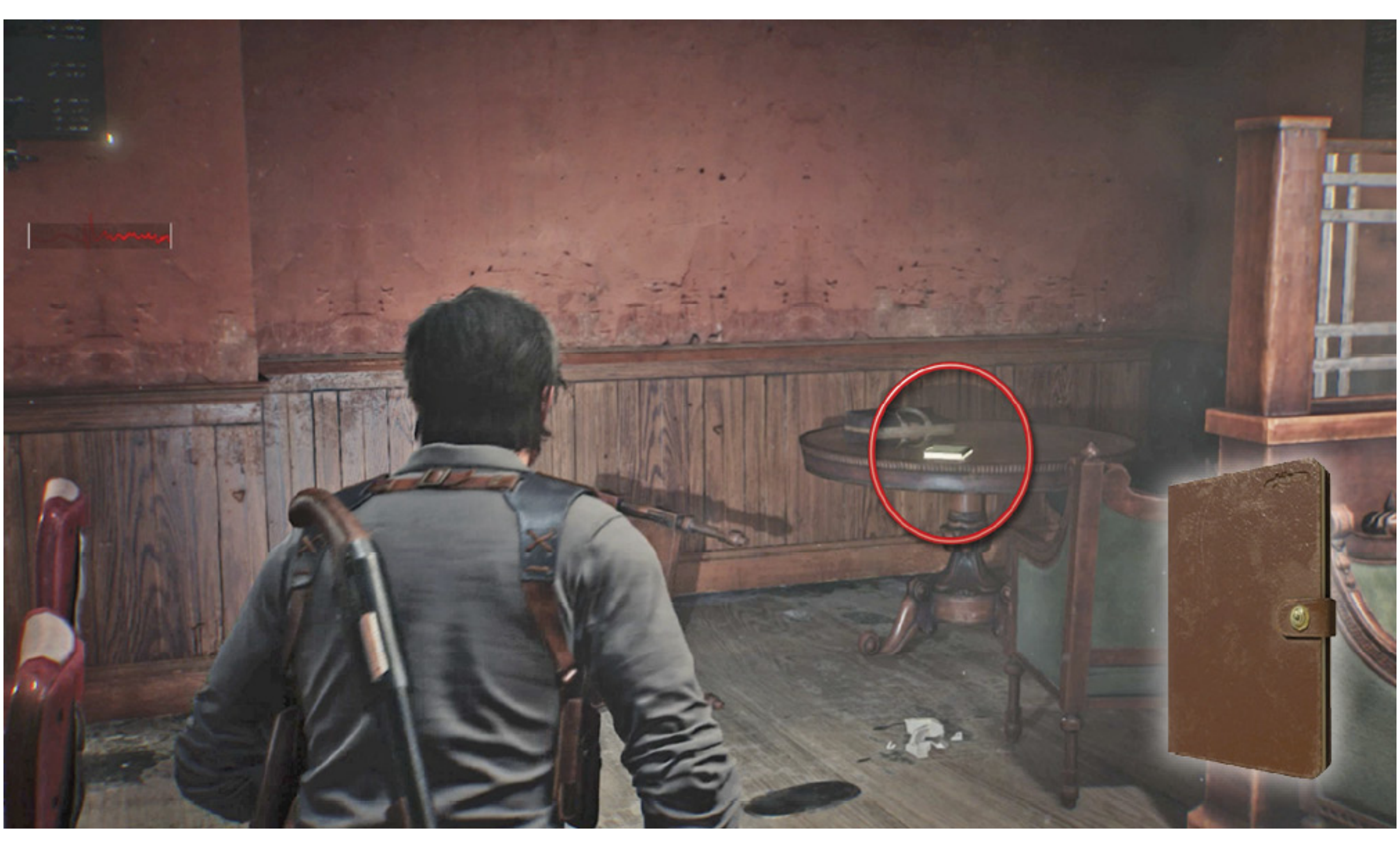
WAITING FOR STEVENS

Location: Union Business District, Post Plus (Safe House)

Tune in this memory over the fallen Mobius soldier in the west (outer) room of the Post Plus.



FILES

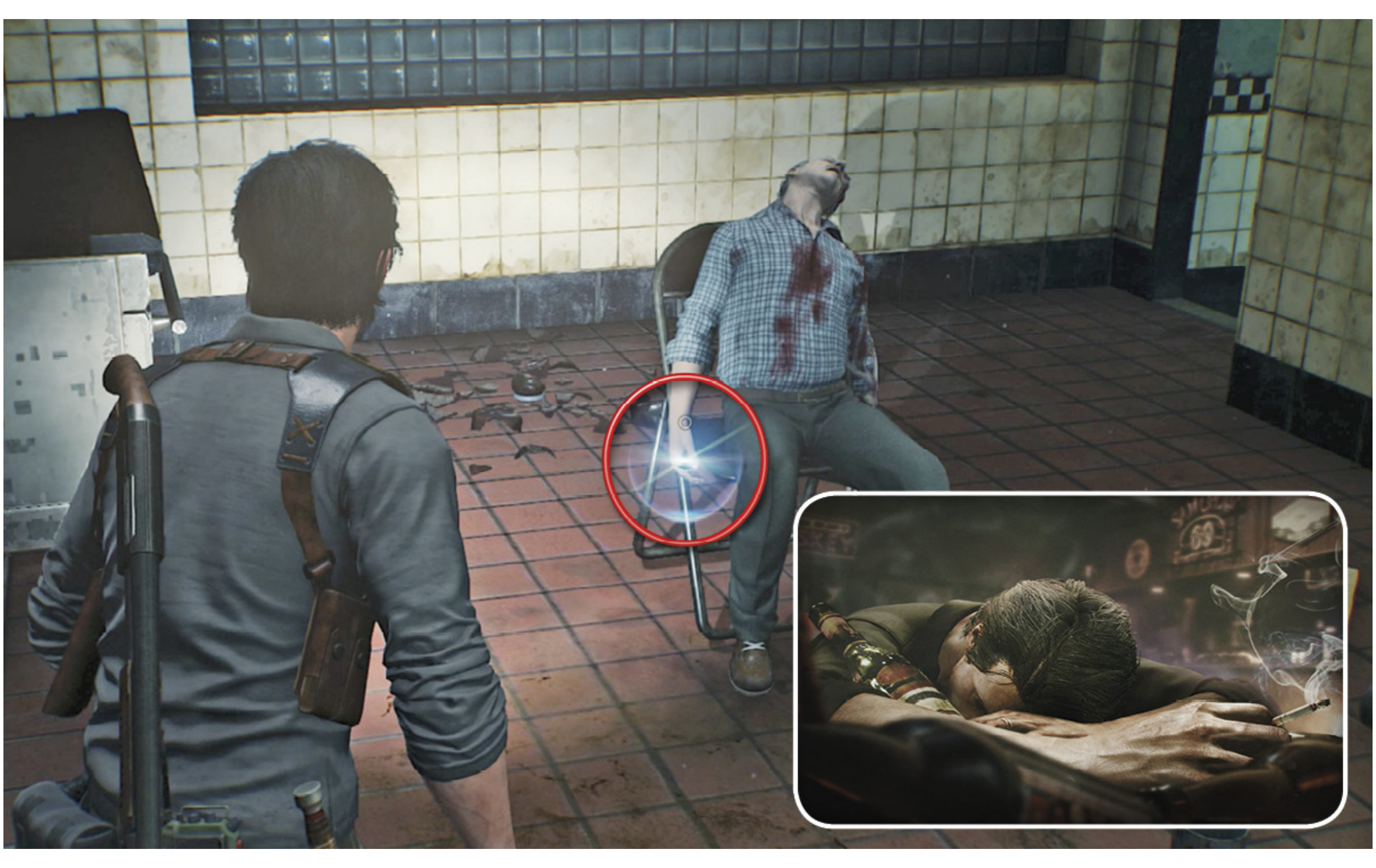


BARKEEP'S JOURNAL

Location: Union Business District, Devil's Own Taproom

Enter the Devil's Own Taproom down on the southern edge of the Business District to find this journal sitting on a table in the back corner.

SLIDES

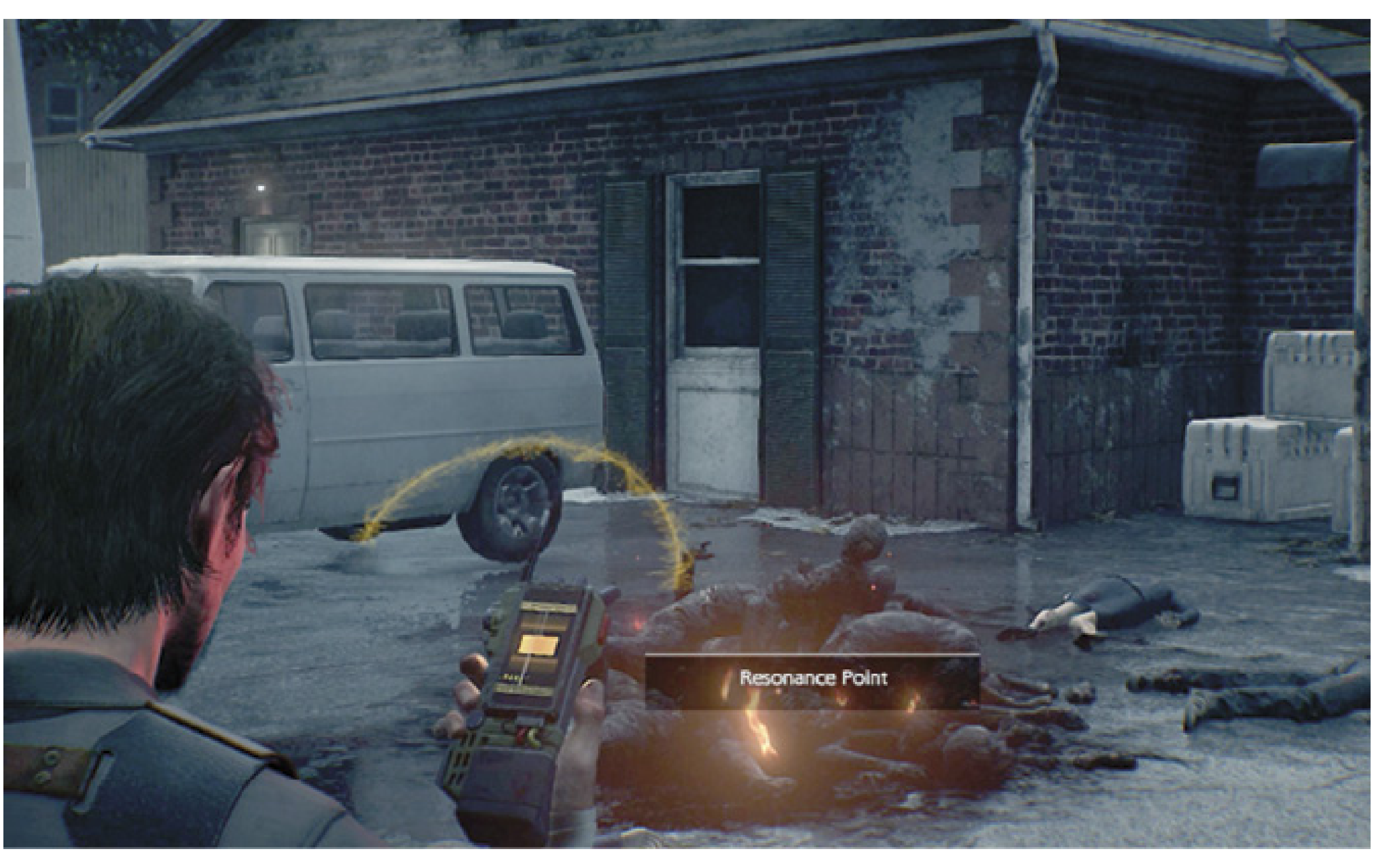


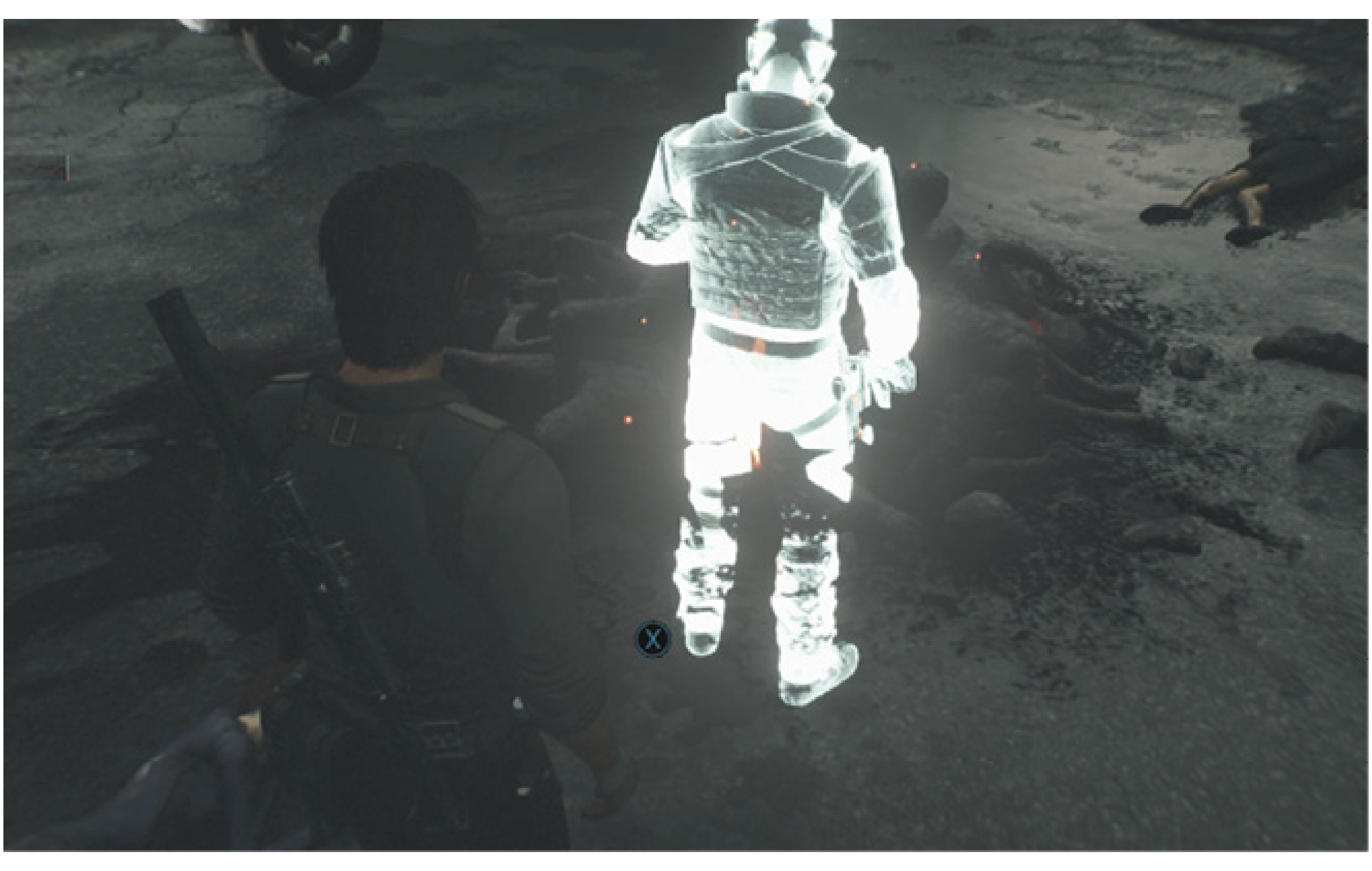
SLIDE 5: "SEBASTIAN IN DESPAIR"

Location: Union Business District, Juke Diner

After you tune the Residual Memory in the Juke Diner's kitchen and escape the Anima event that gets triggered, you end up back in the diner's kitchen. The slide sits in the hand of the dead man in the chair.

RESIDUAL MEMORIES

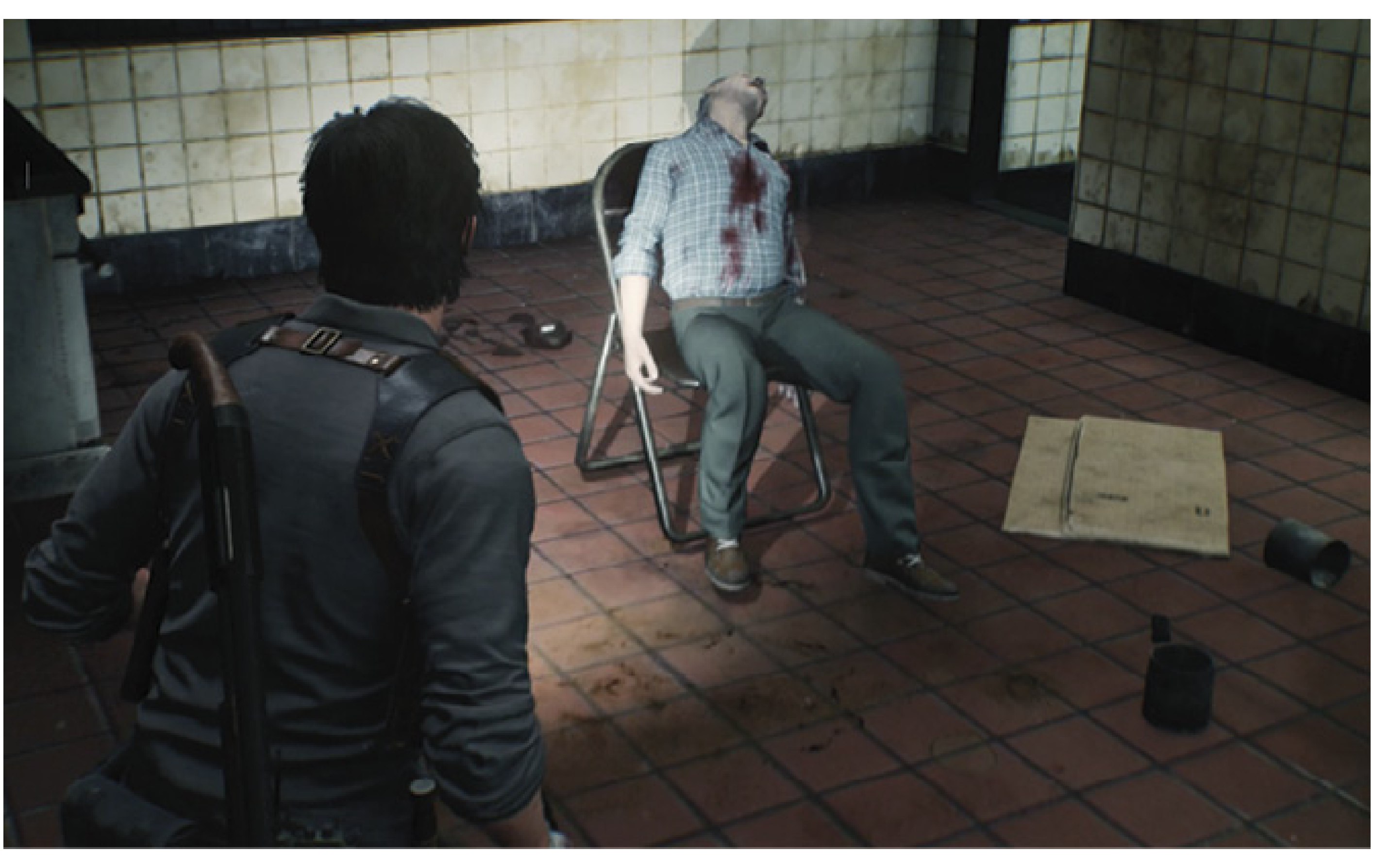


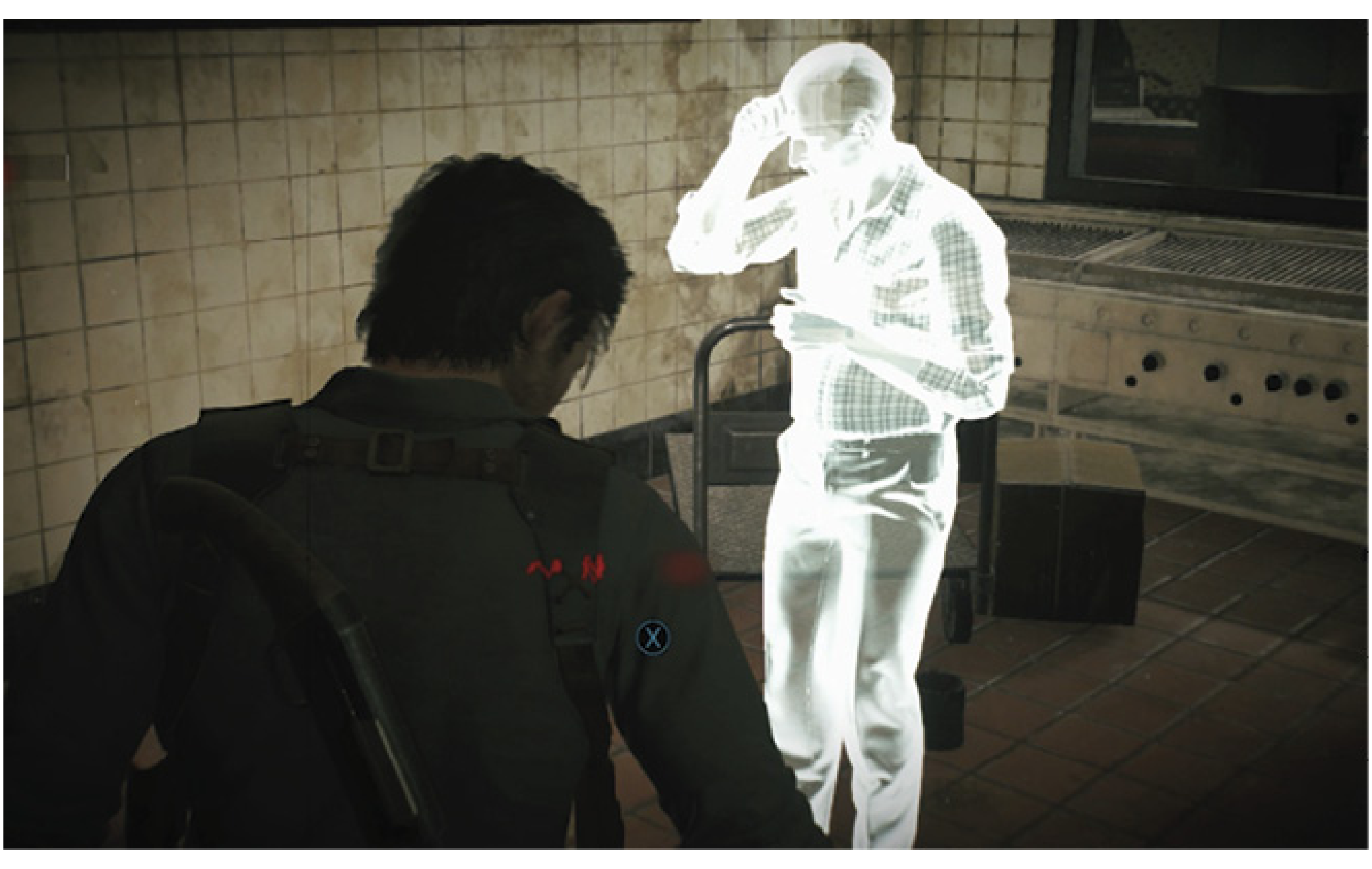


PARTS AND PIECES

Location: Union Business District, Credit Union Parking Lot

Tune in the Resonance at the burning pile of corpses in the parking lot behind the Sons of Liberty Credit Union.

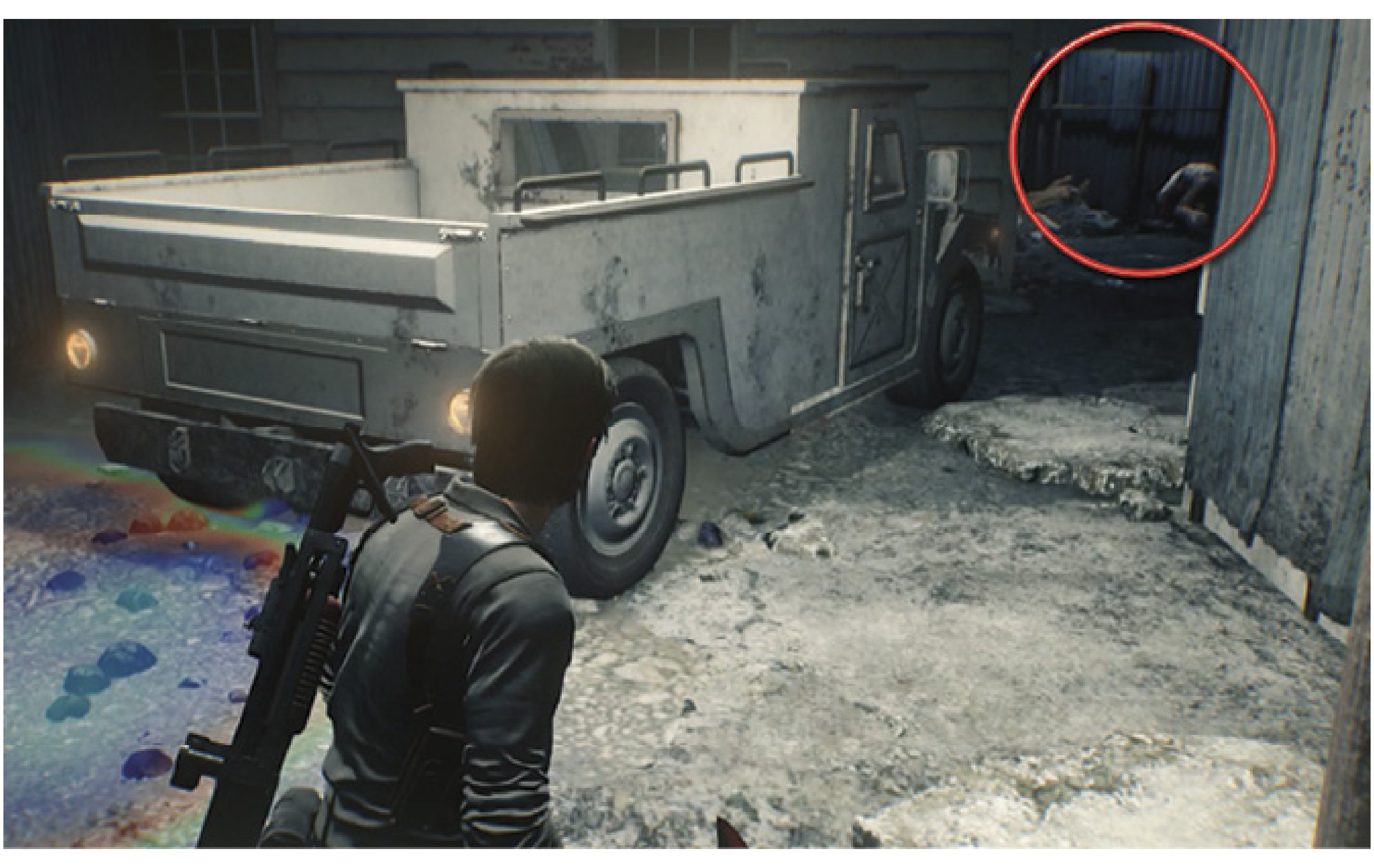


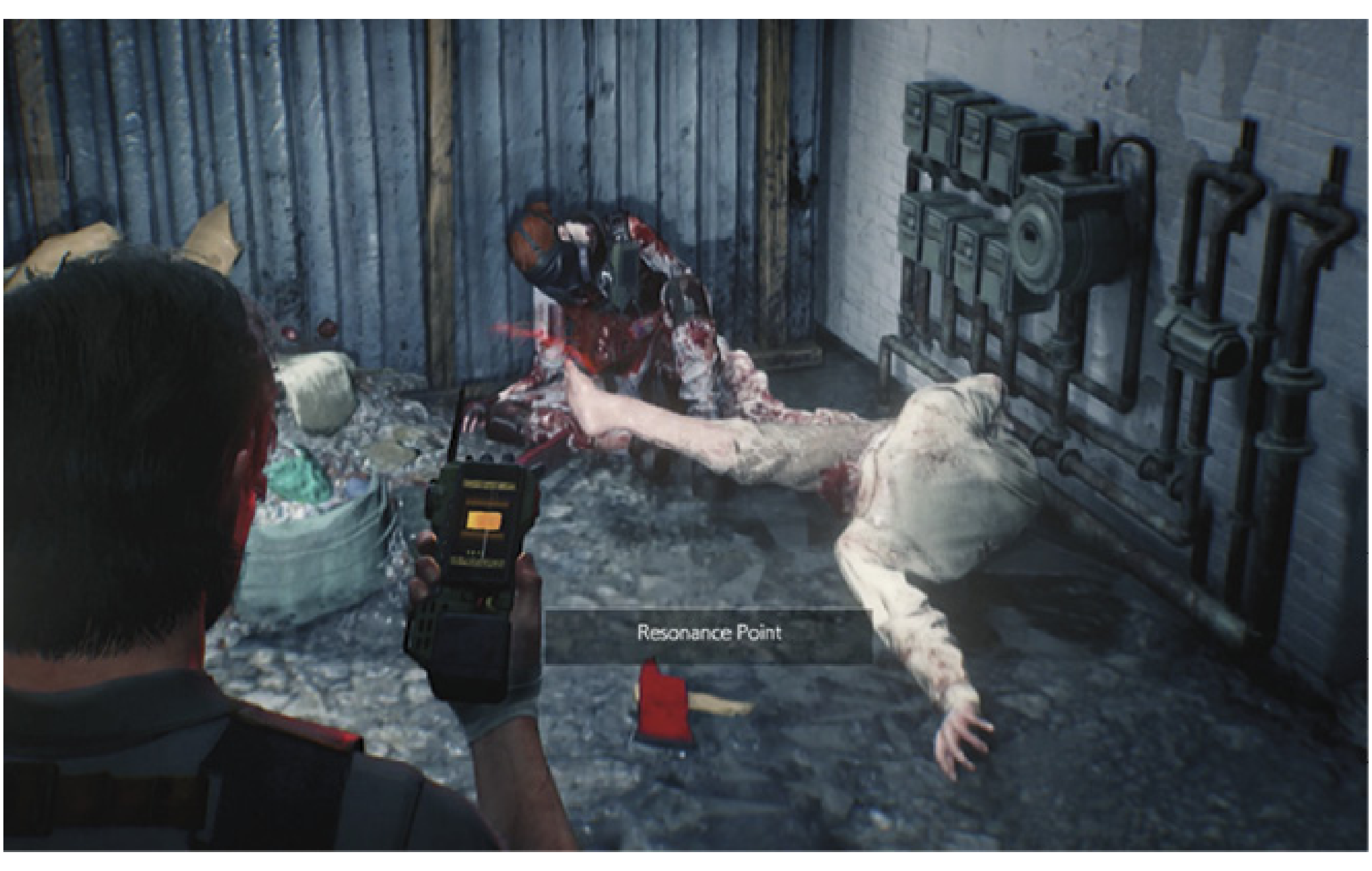


AFTER LIFE

Location: Union Business District, Juke Diner

Find this memory in the Juke Diner kitchen near the man in the chair. After it plays out, go check out the jukebox. Go ahead. We dare you.

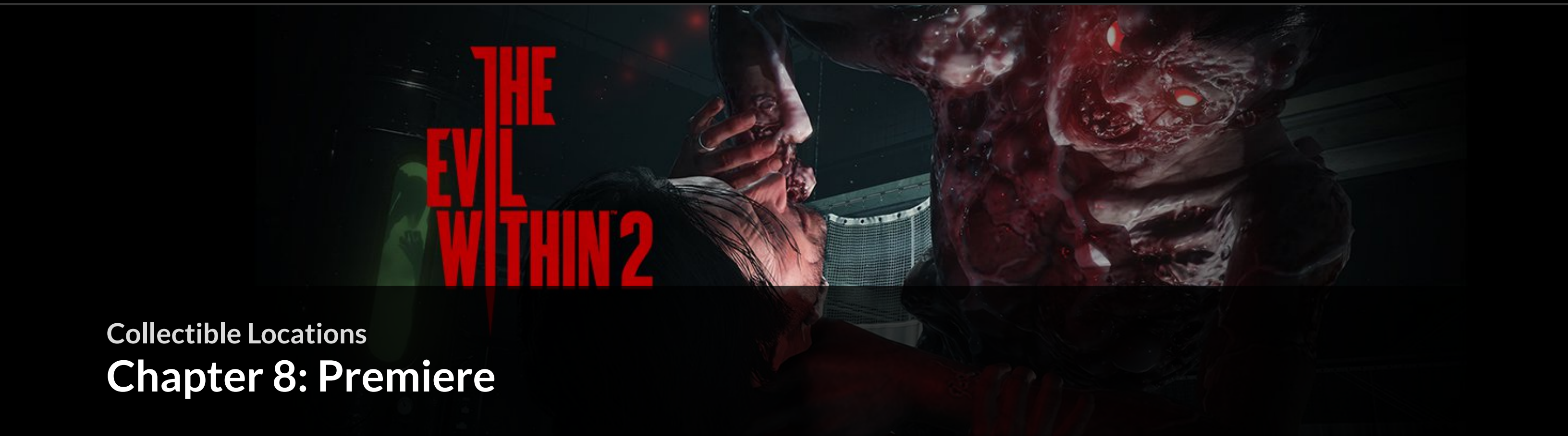




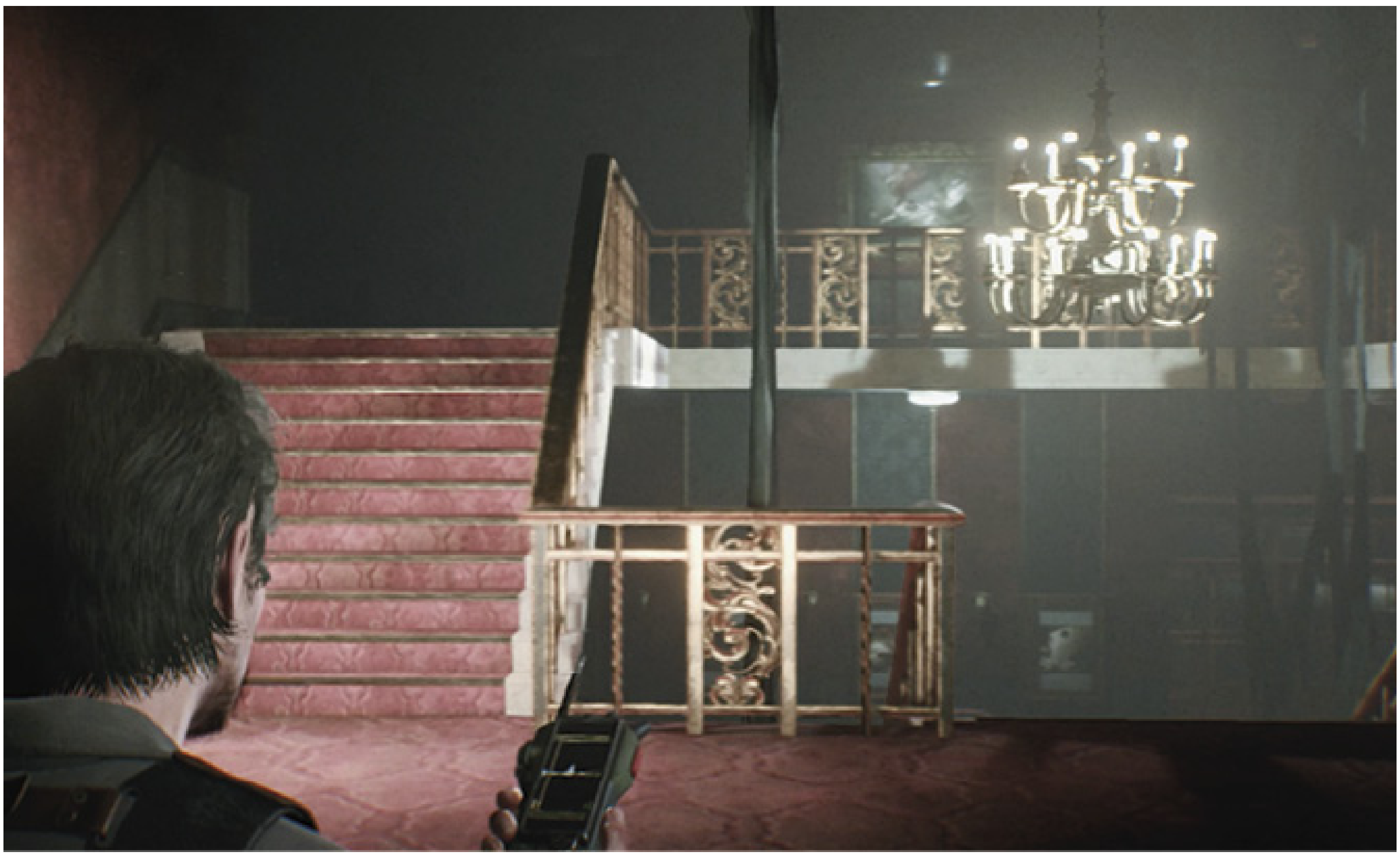
FAILED RESCUE

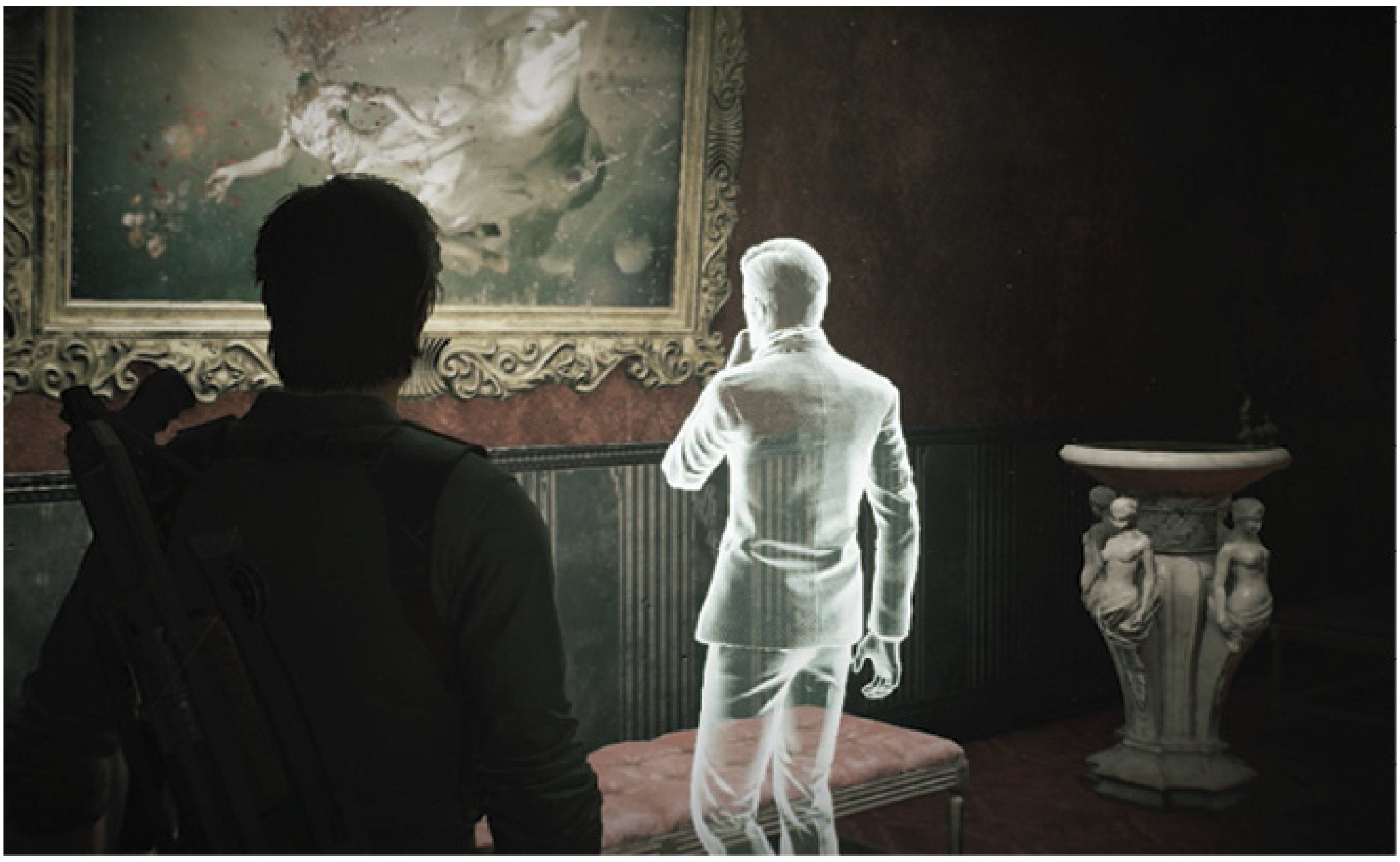
Location: Union Business District, Alley (South End)

Look for the APC in the back alley on the southern edge of the Business District. Behind it, you find a fallen Mobius operative in an alcove. Tune in the memory next to her corpse; you can also grab the Storage Room Key. (There's a Mysterious Action Figure stashed nearby, too!)



RESIDUAL MEMORIES

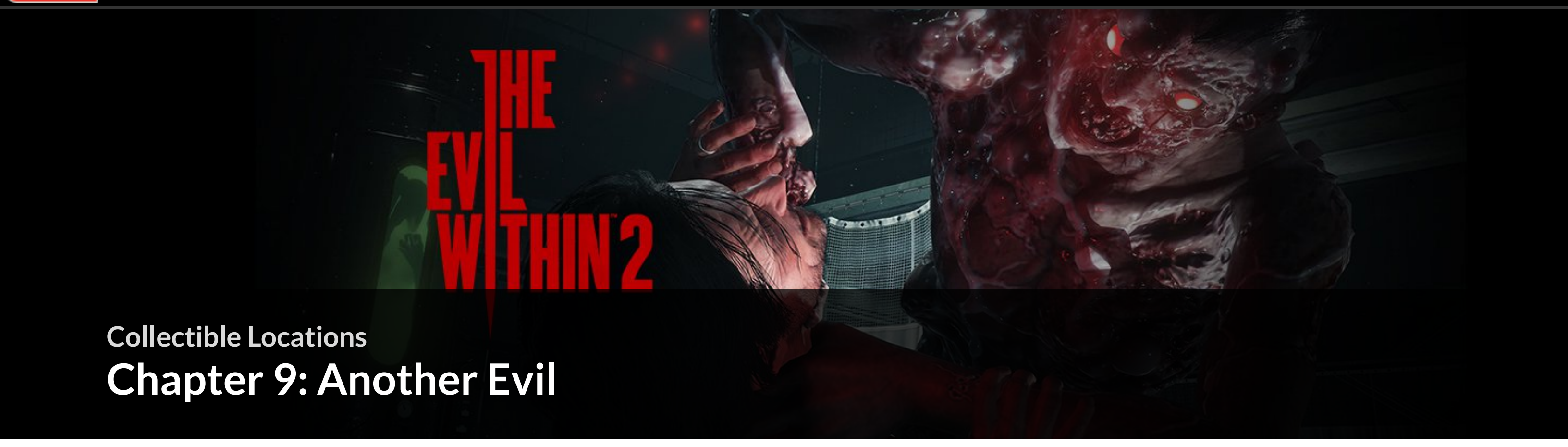




STEFANO'S AFFIRMATION

Location: Union Business District, Grand Theater (Second Level)

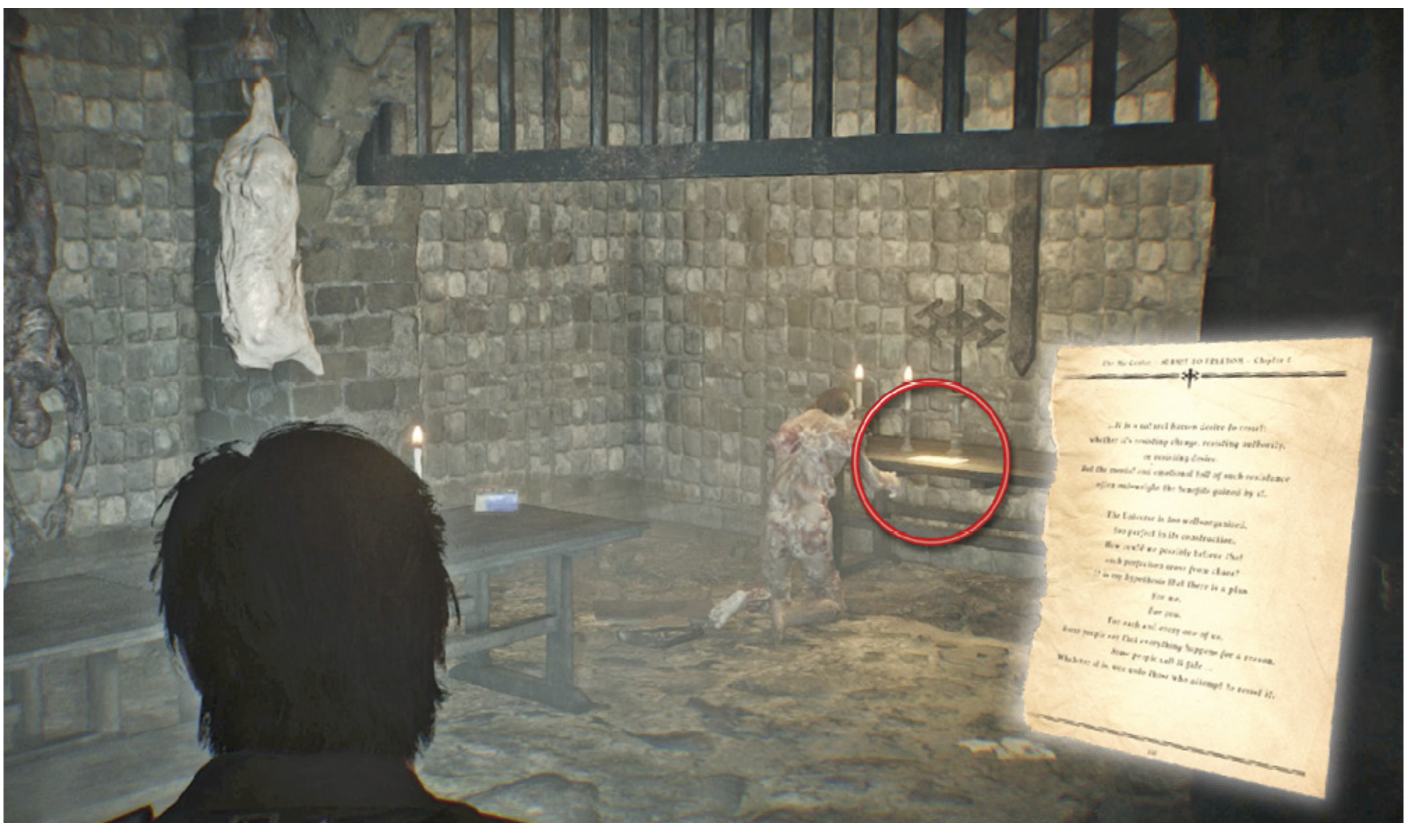
Climb the lobby staircase up to the second level and find Stefano's artwork on the back wall. Tune in the memory at the portrait.



Collectible Locations

Chapter 9: Another Evil

FILES

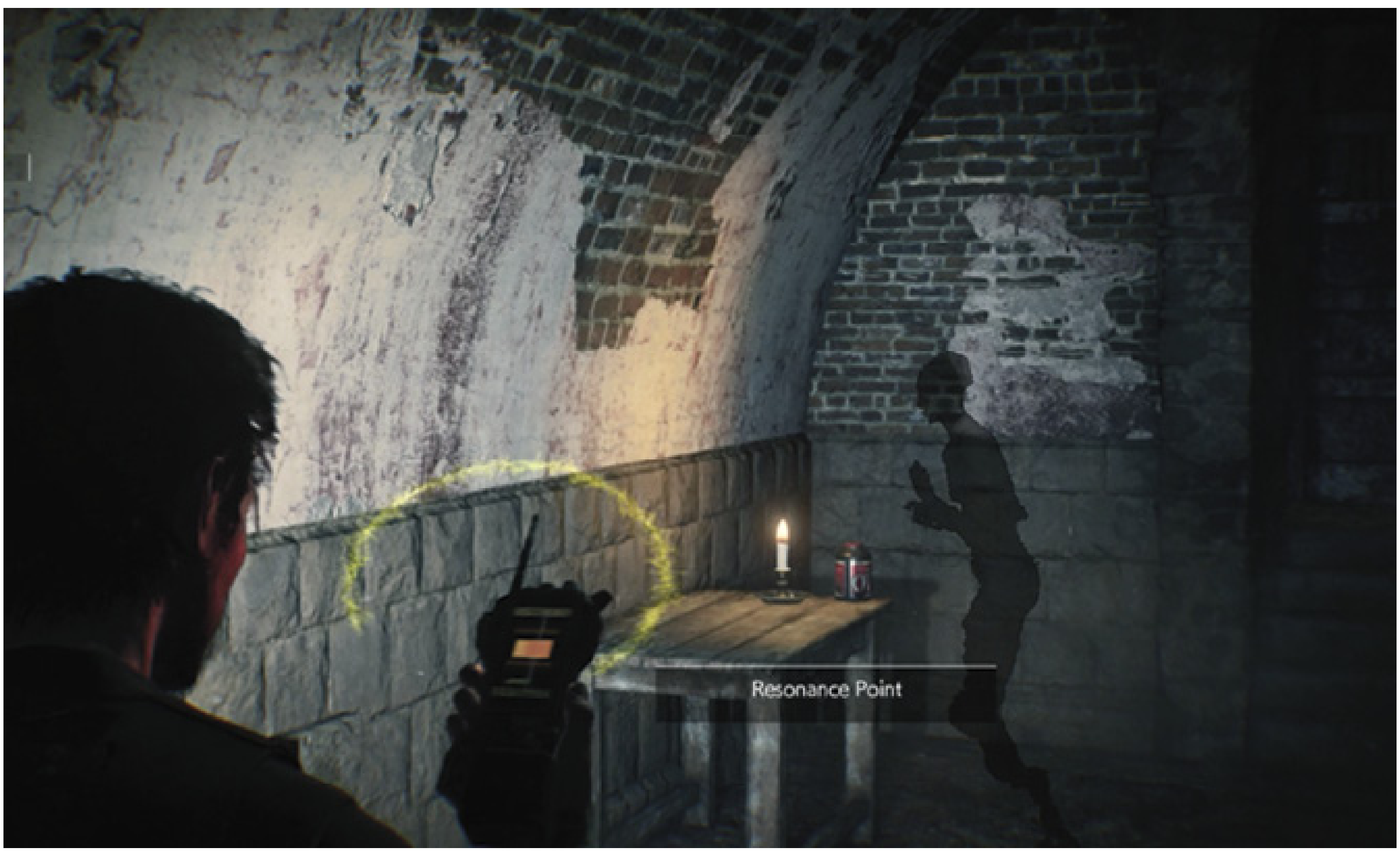


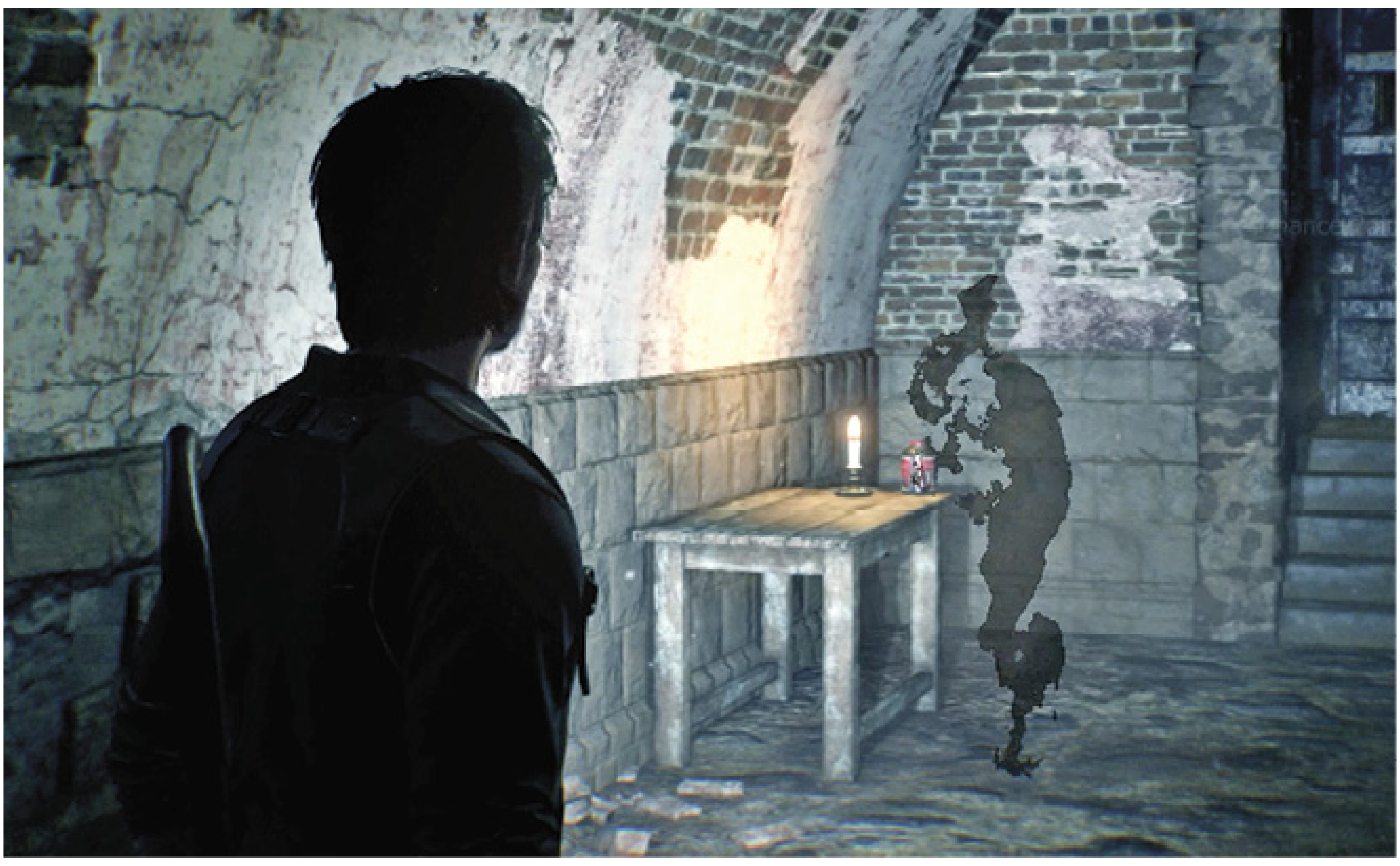
BURNT PAGE FROM 'SUBMIT TO FREEDOM' 1

Location: Theodore's Domain, Cellblock Crypt

This page sits on an altar in a corner alcove of the cellblock in Theodore's Domain.

RESIDUAL MEMORIES

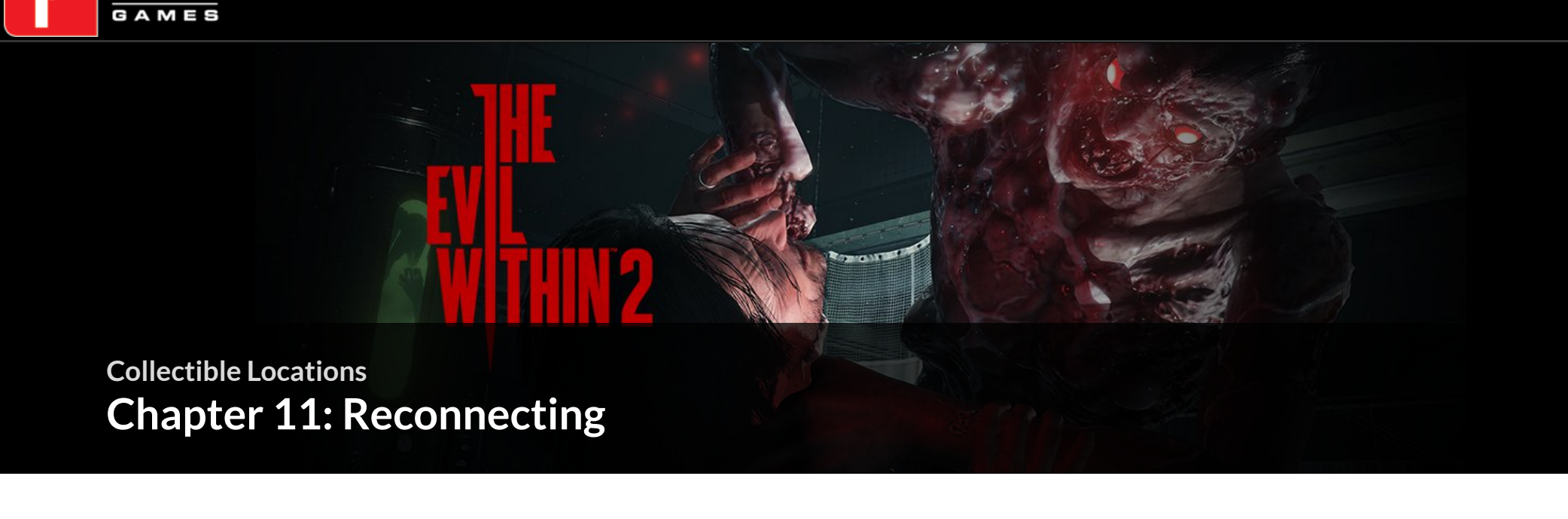




THE TORTURED

Location: Theodore's Domain, Cellblock Exit

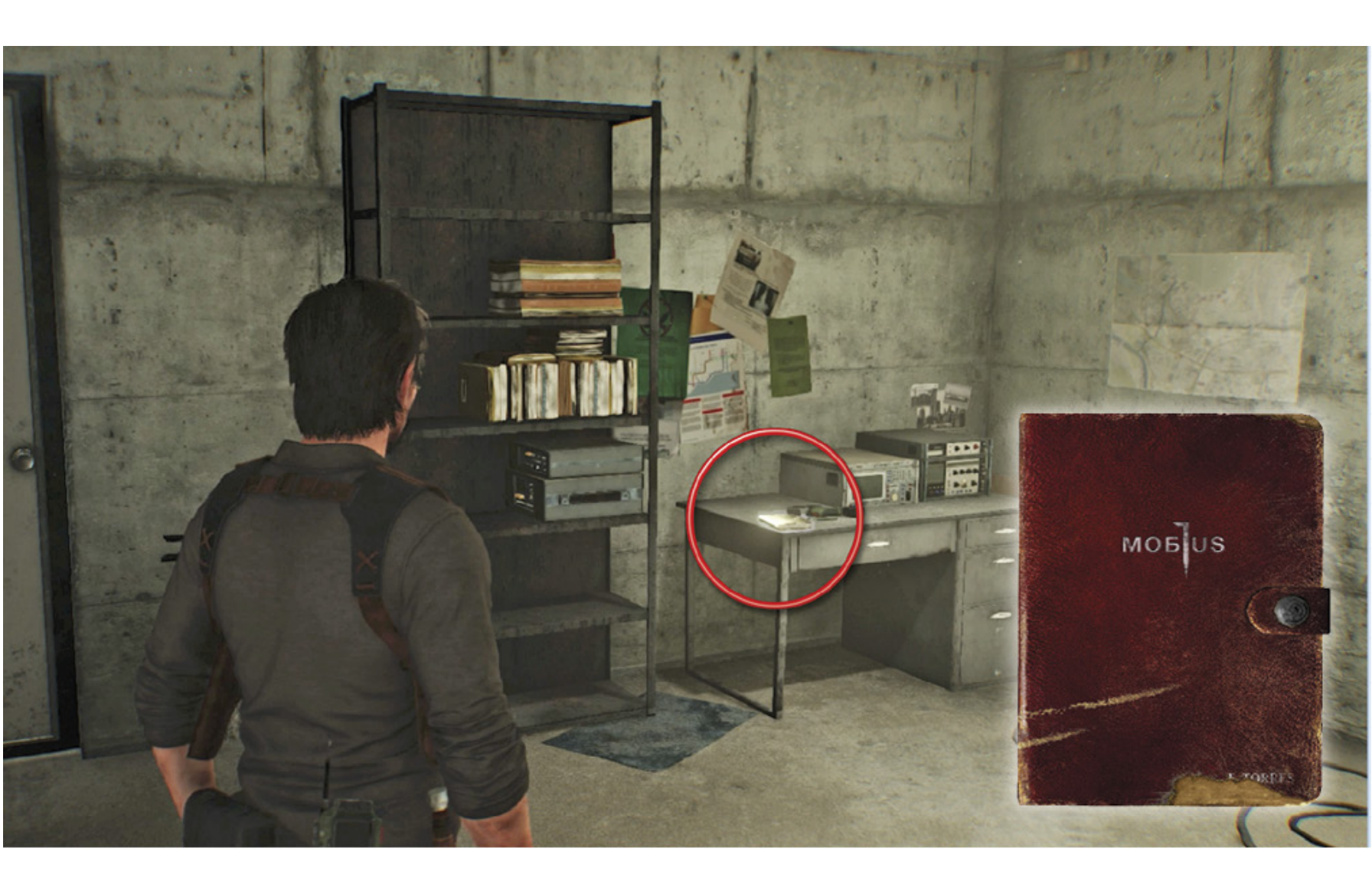
After you find the crank handle and use it to raise the cellblock gate, enter the second cell on the right in the corridor beyond. Crawl through the low tunnel into the next cell to tune into the memory.



Collectible Locations

Chapter 11: Reconnecting

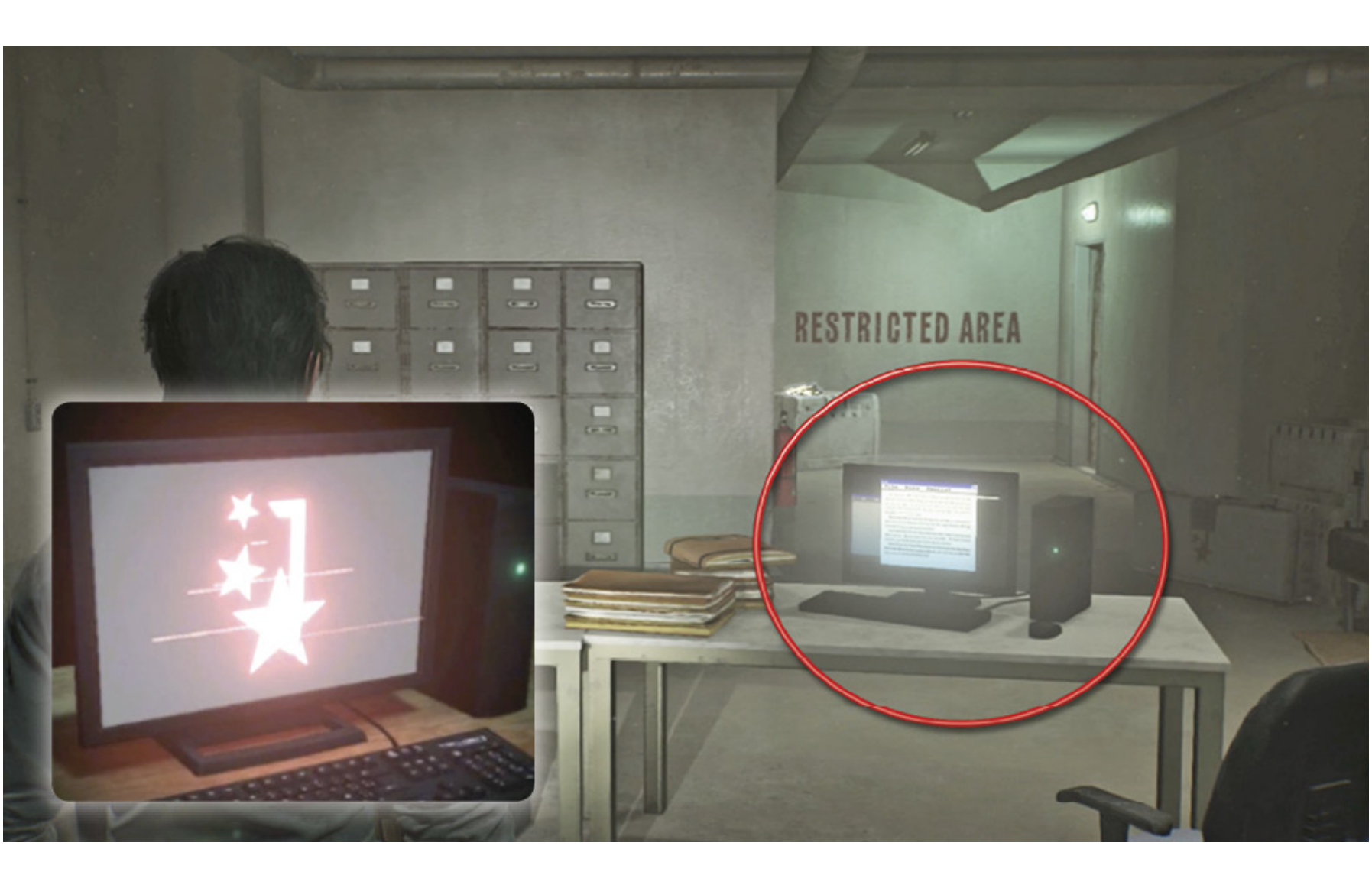
FILES



TORRES'S JOURNAL

Location: Union Nature Preserve, Torres's Safe House

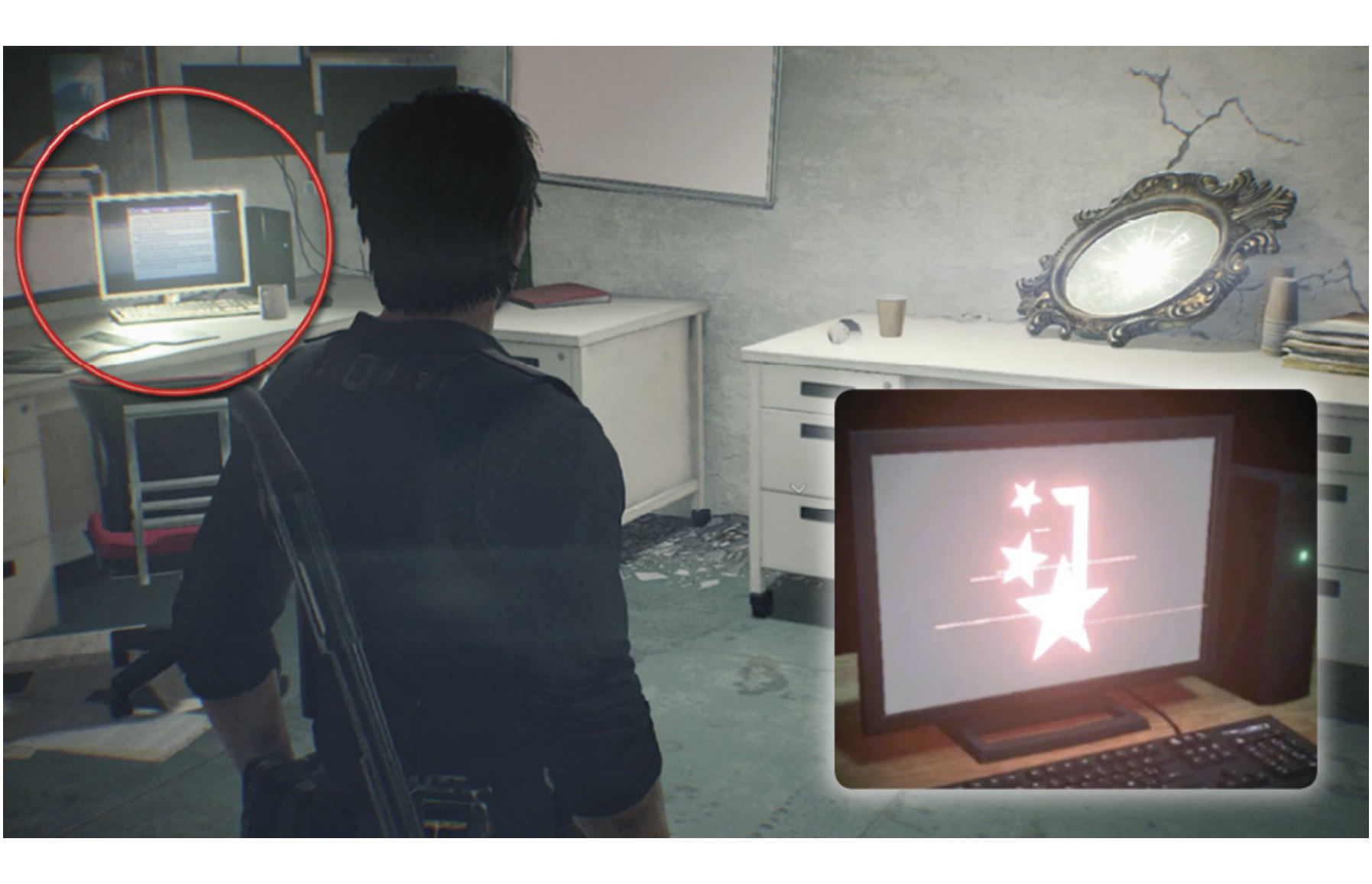
This journal sits on the desk in the main room of Torres's Safe House.



COMPUTER FILE: HOFFMAN'S NOTES

Location: The Marrow: Facilities, Hoffman's Safe House

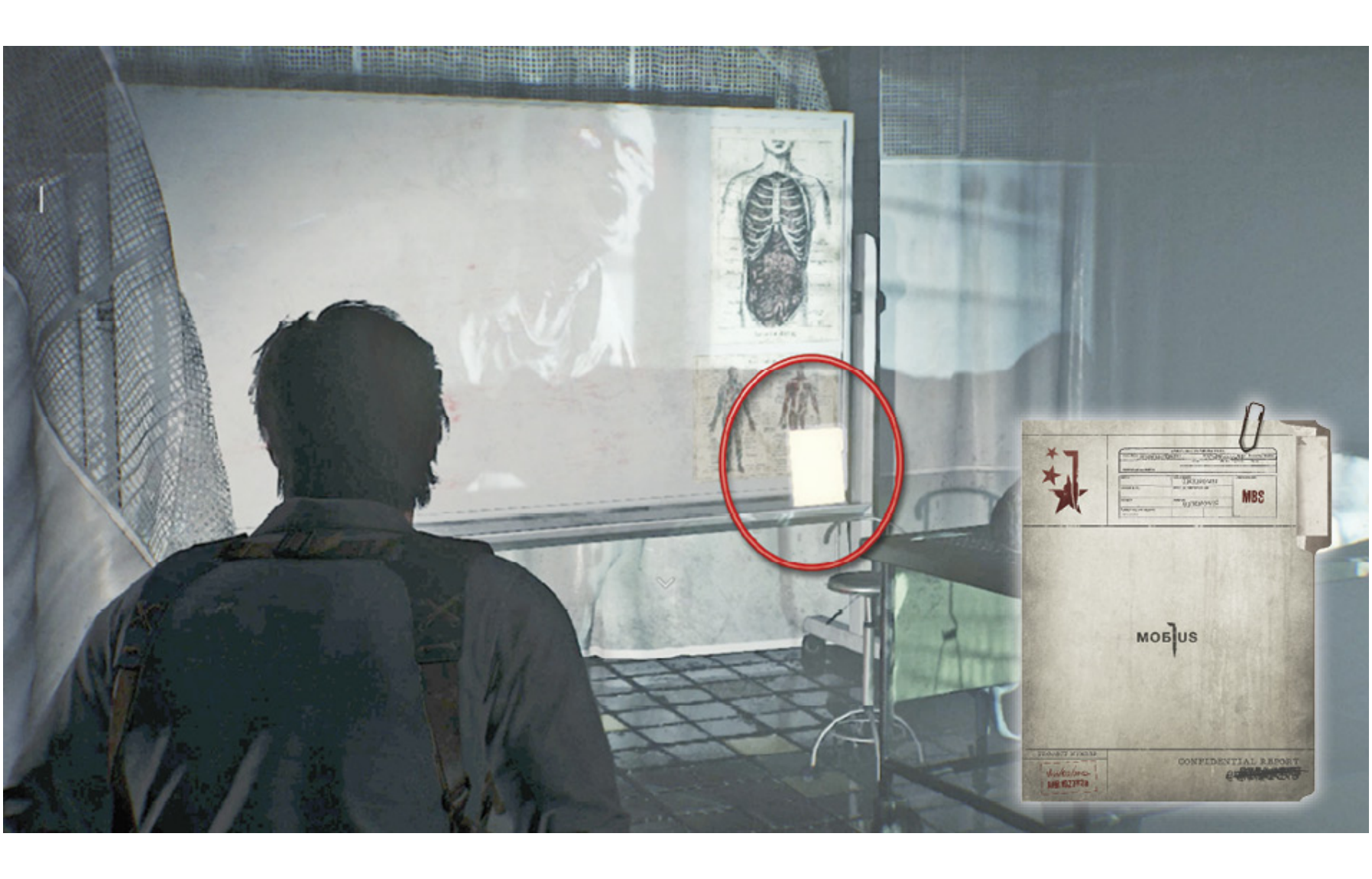
When Sebastian returns here from the Union Nature Preserve, you find this file on Hoffman's computer. (Hoffman has left to meet with Liam O'Neal.)



COMPUTER FILE: SECURITY PROTOCOLS

Location: The Marrow: Restricted Labs, Checkpoint Area

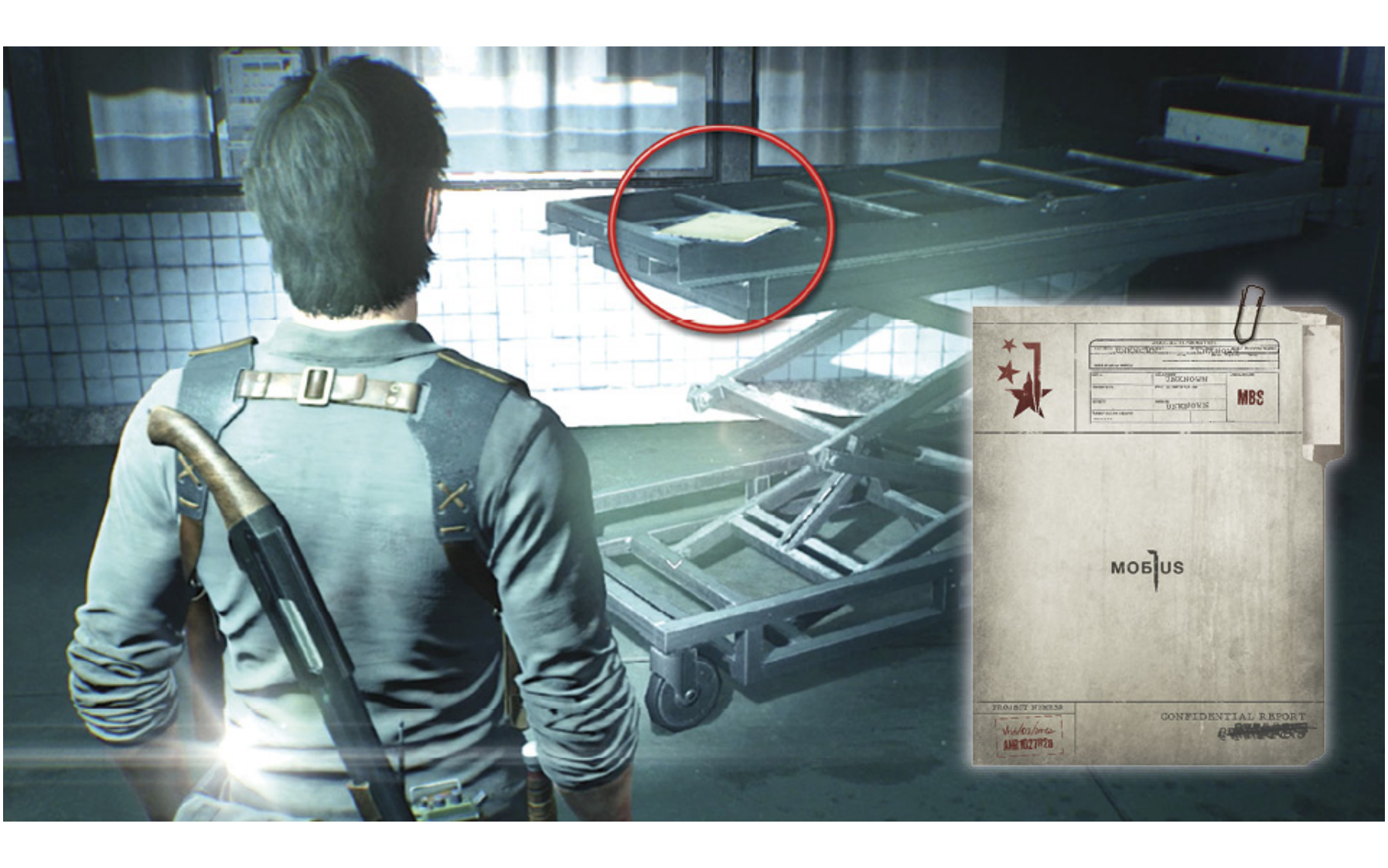
Find this computer file in the room with the Mirror just past the Security Level 4 checkpoint.



REPORT: STEM INTEGRATION IRREGULARITIES

Location: The Marrow: Restricted Labs, First Floor Autopsy Lab

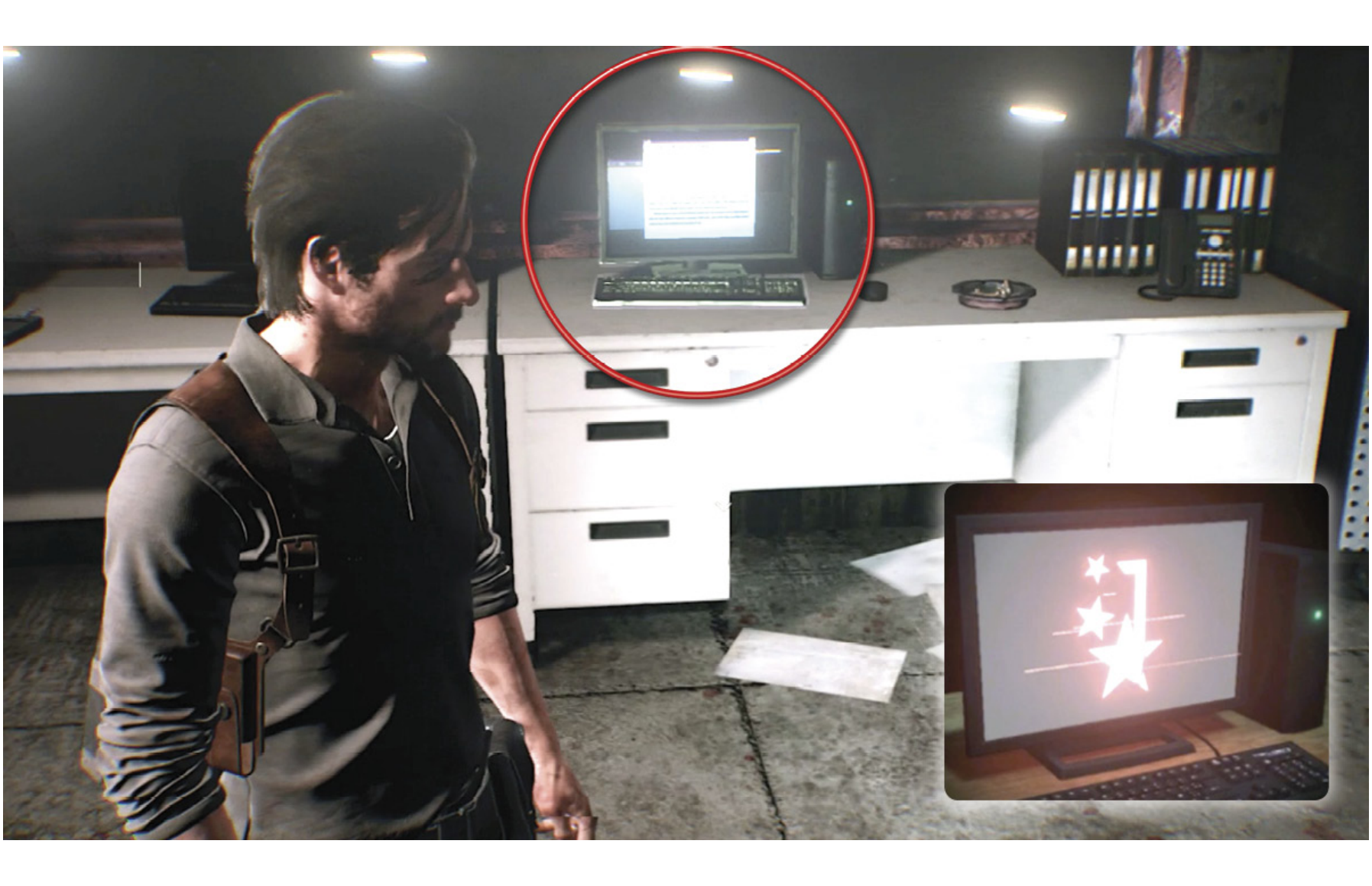
Look for the active slide projector in a partition of the lab next to a Lost specimen on an autopsy table. The report sits on the whiteboard where the slides are projected.



REPORT: IRREGULARITY STUDIES

Location: The Marrow: Restricted Labs, Lab 1

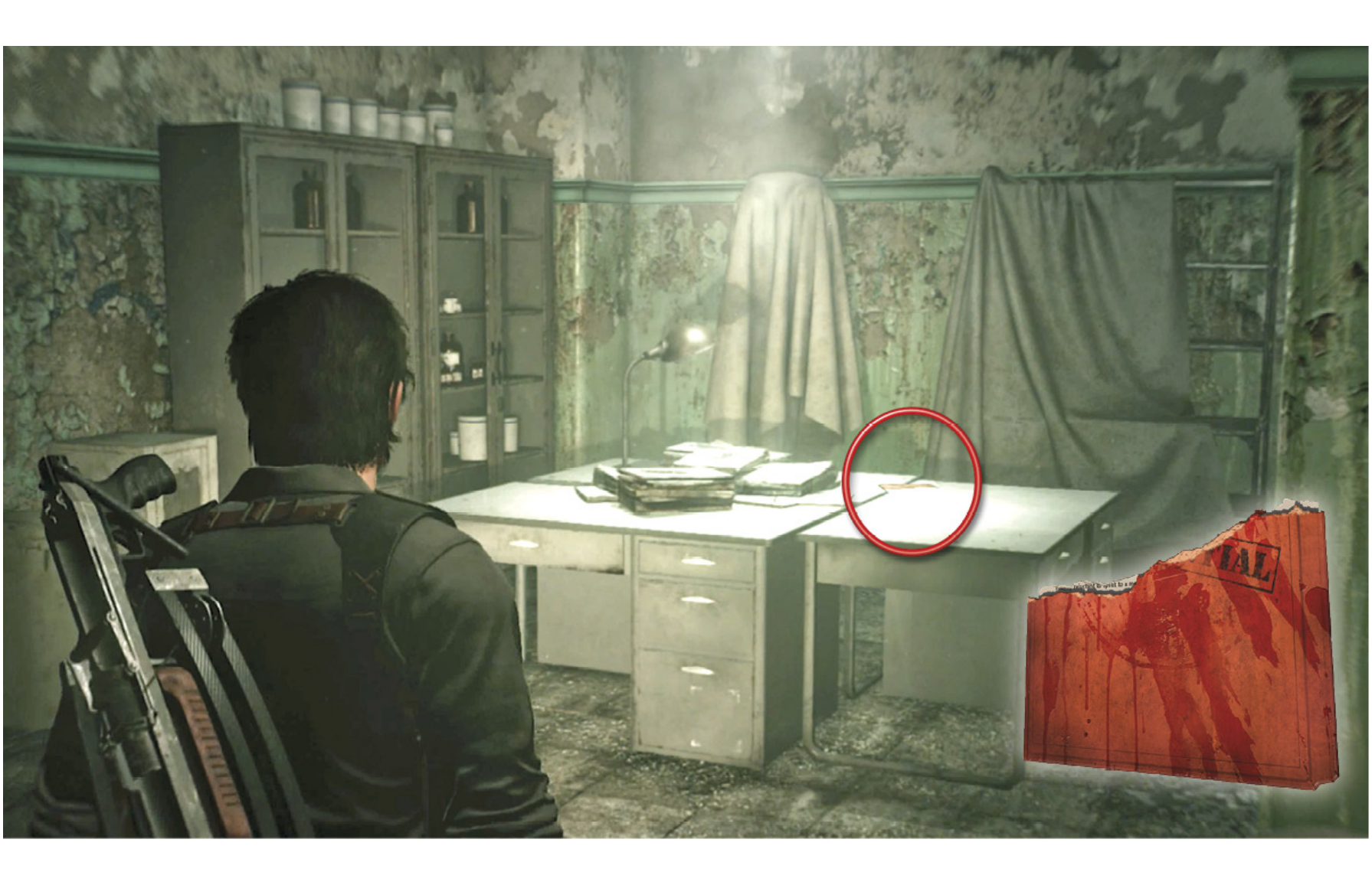
This report sits on a lift in the back room of Lab 1. You can also find a jar of Red Gel on the nearby table extending from the cold storage compartment.



COMPUTER FILE: PIT OBSERVATORY

Location: The Marrow: Restricted Labs, Pit Observatory Office

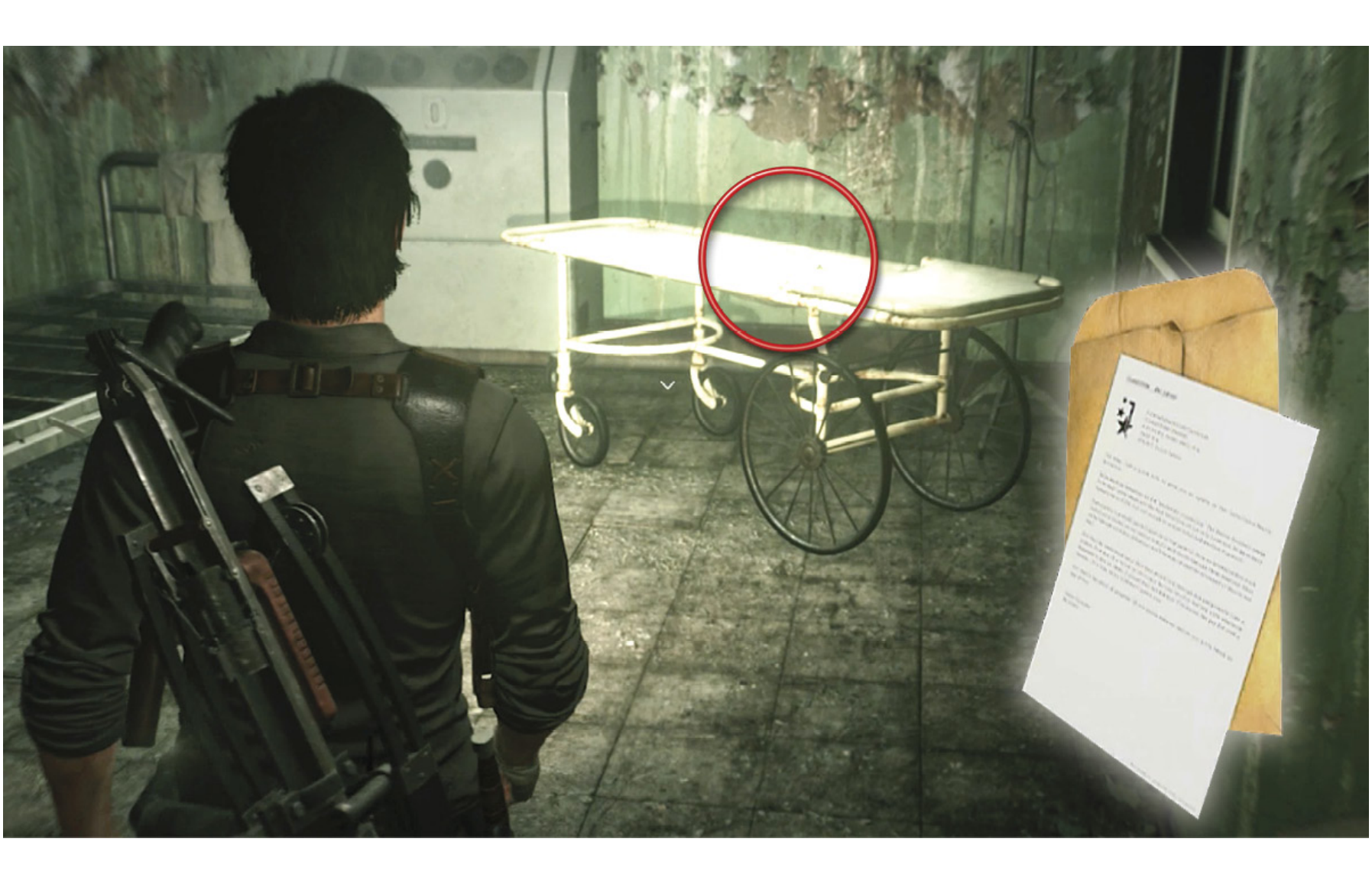
Open the metal door at the south end of the Restricted Labs, first floor, and follow the cart track to find a small office next to the big disposal pit. Enter and examine the desk computer to find this file.



TORN PSYCHOLOGICAL EVALUATION REPORT (BOTTOM)

Available: After Completing All Three Anima Events

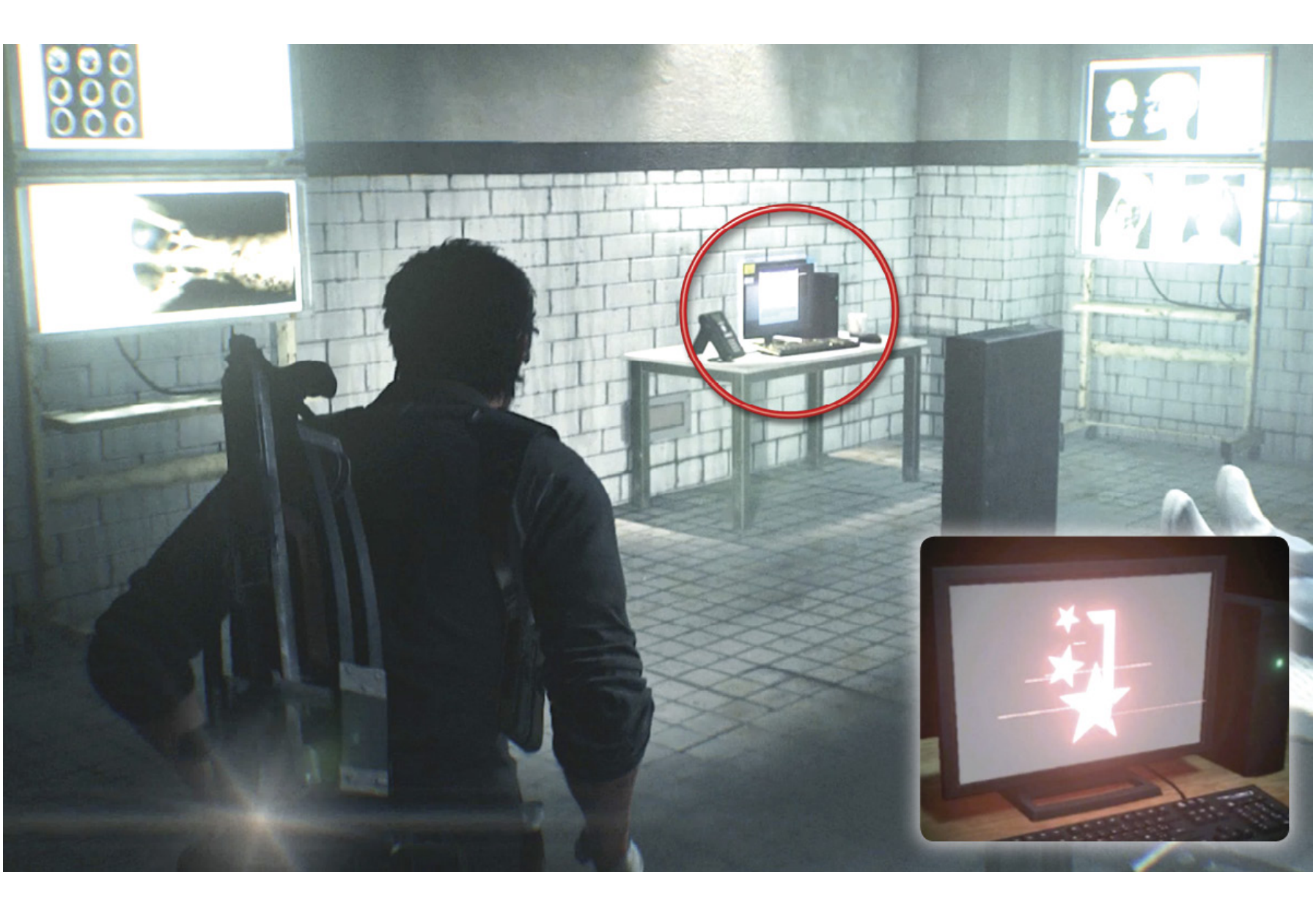
The Anima events occur at 336 Cedar Avenue in the Union Residential District; the Juke Diner in the Union Business District; and the Pit Observatory office in The Marrow: Restricted Labs. After completing the third Anima event, move down the hallway and explore the room on the right. The torn report sits atop the desk in the room.



LETTER FROM POLICE CHIEF

Available: After Completing All Three Anima Events

The Anima events occur at 336 Cedar Avenue in the Union Residential District; the Juke Diner in the Union Business District; and the Pit Observatory office in The Marrow: Restricted Labs. After completing the third Anima event, move down the hallway and explore the room on the left. The letter sits atop the gurney in the corner.

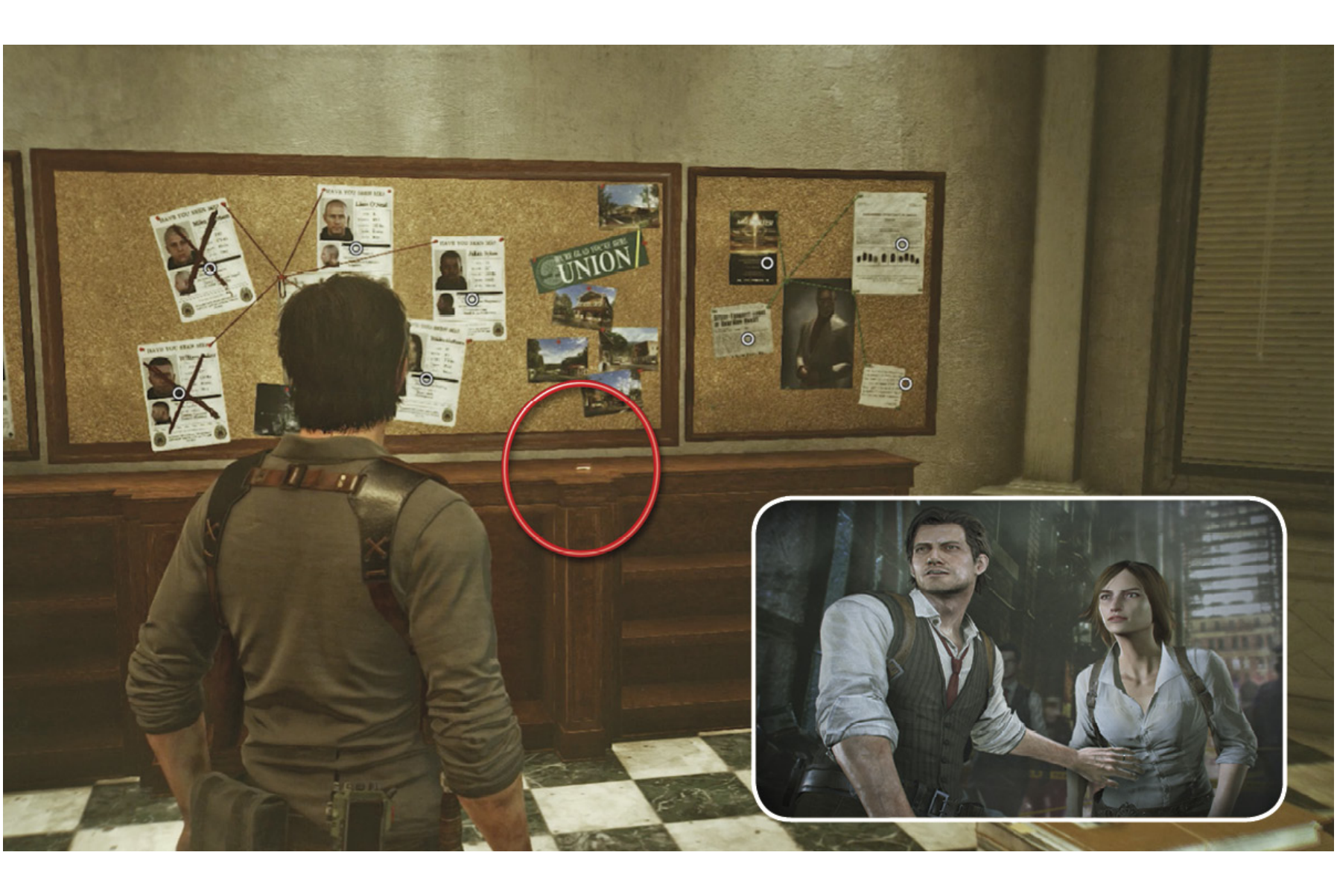


COMPUTER FILE: OPERATIVE CASE

Location: The Marrow: Restricted Labs, Lab 3

This file is on the computer near the Extraction Device in the back room of Lab 3.

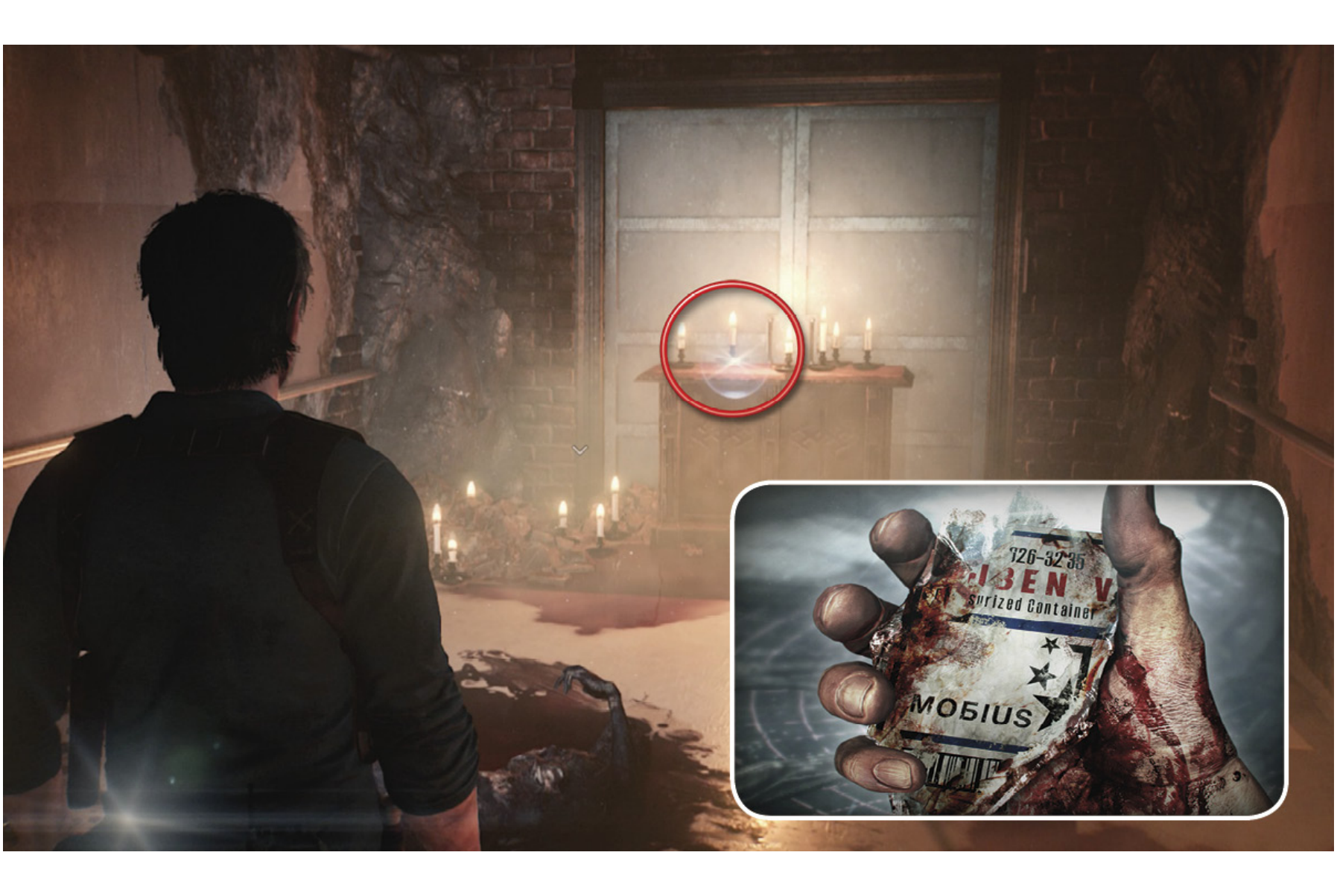
SLIDES



SLIDE 6: "SEBASTIAN AND KIDMAN"

Location: Sebastian's Room, Office

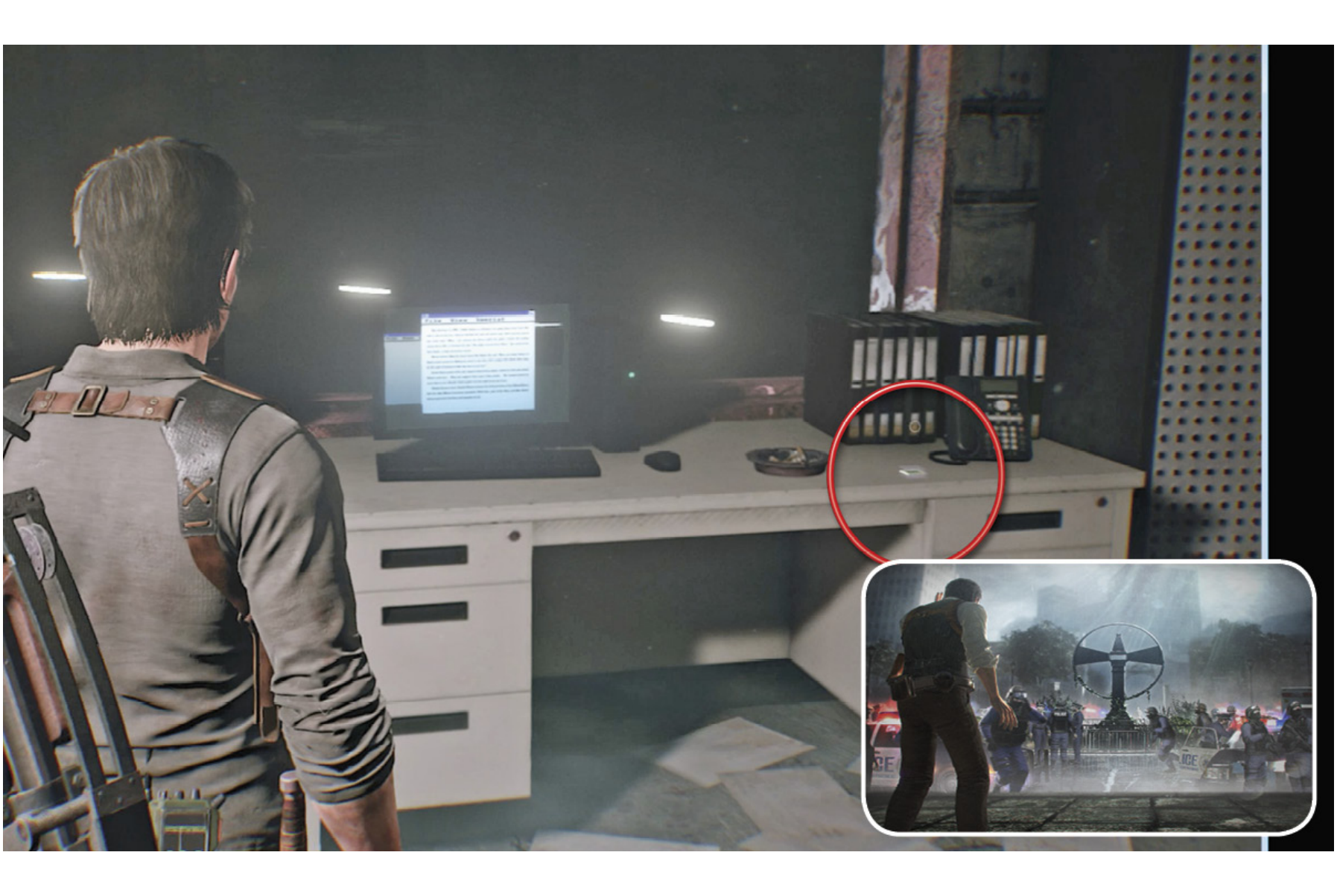
After you get to Torres's Safe House, you can find this slide the next time you travel via Mirror back to Sebastian's Room. The slide sits on the shelf under the bulletin board in his office.



SLIDE 7: "MOBIUS TAG"

Location: The Marrow: Facilities, Near Exit 72

After you travel from Torres's Safe House in the Nature Preserve to The Marrow, proceed to security door CE-C03 and solve the fuse box puzzle to open it. Step through the doorway and turn left to find a candlelit altar. This slide sits on the altar.

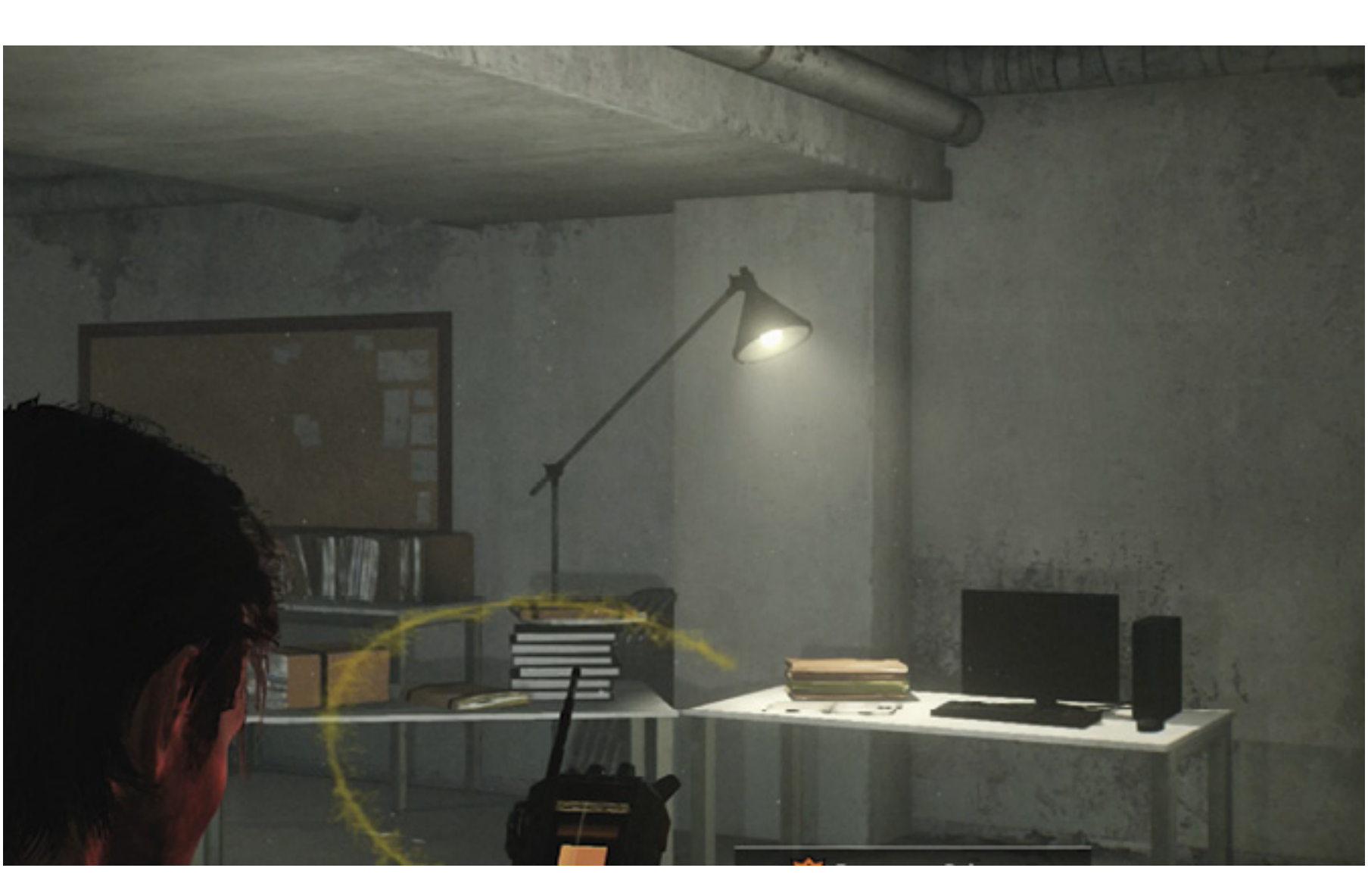


SLIDE 8: "REALITY AFTER STEM?"

Location: The Marrow: Restricted Labs, Pit Observatory Office

Use the computer in the small office next to the disposal pit to trigger an encounter with the Anima. When you finally escape the specter, you end up back in the same office. But this slide is now sitting on the desk. (It isn't there before the Anima event.)

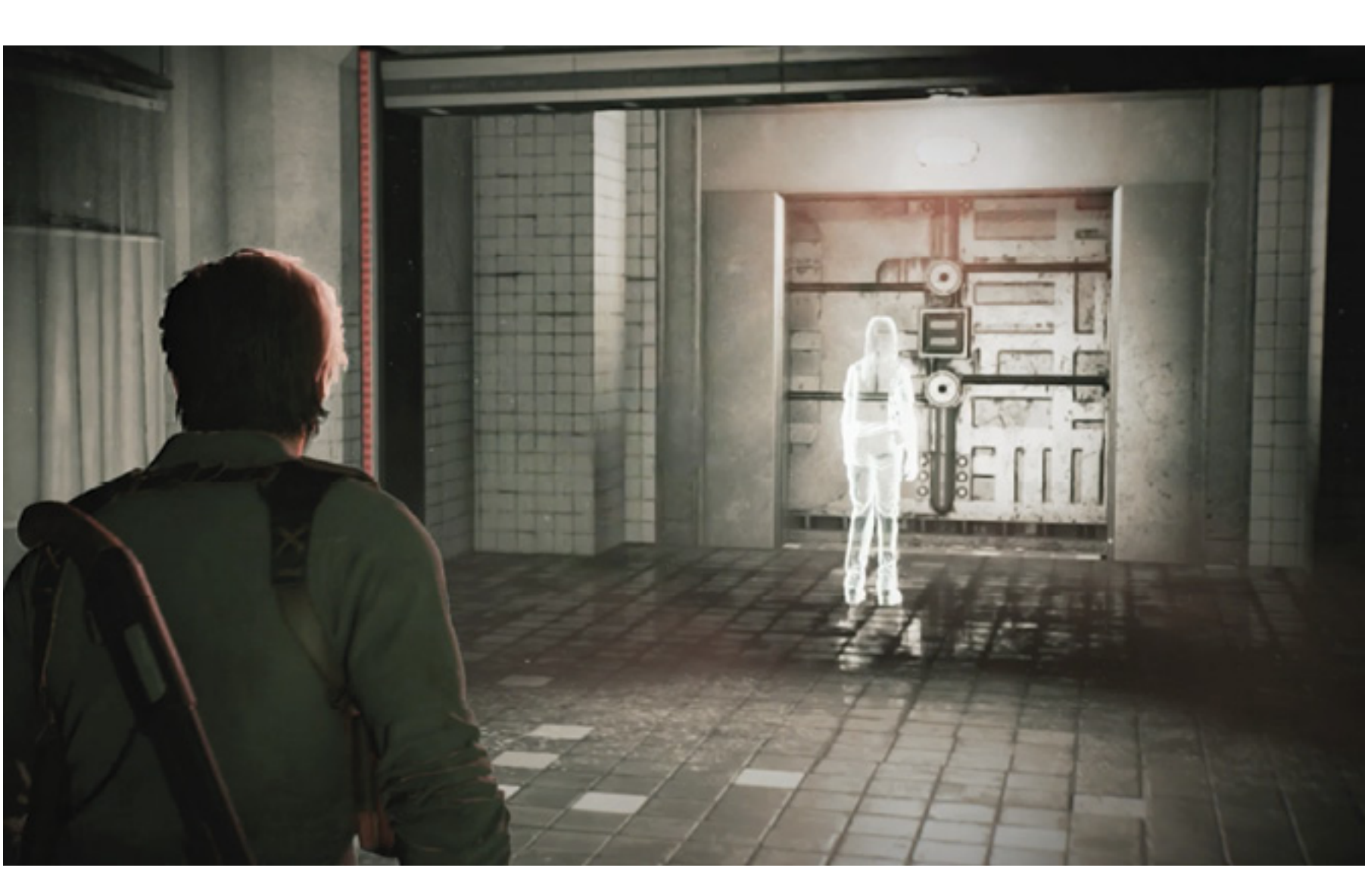
RESIDUAL MEMORIES



HOFFMAN GETS A STRANGE CALL

Location: The Marrow: Facilities, Hoffman's Safe House

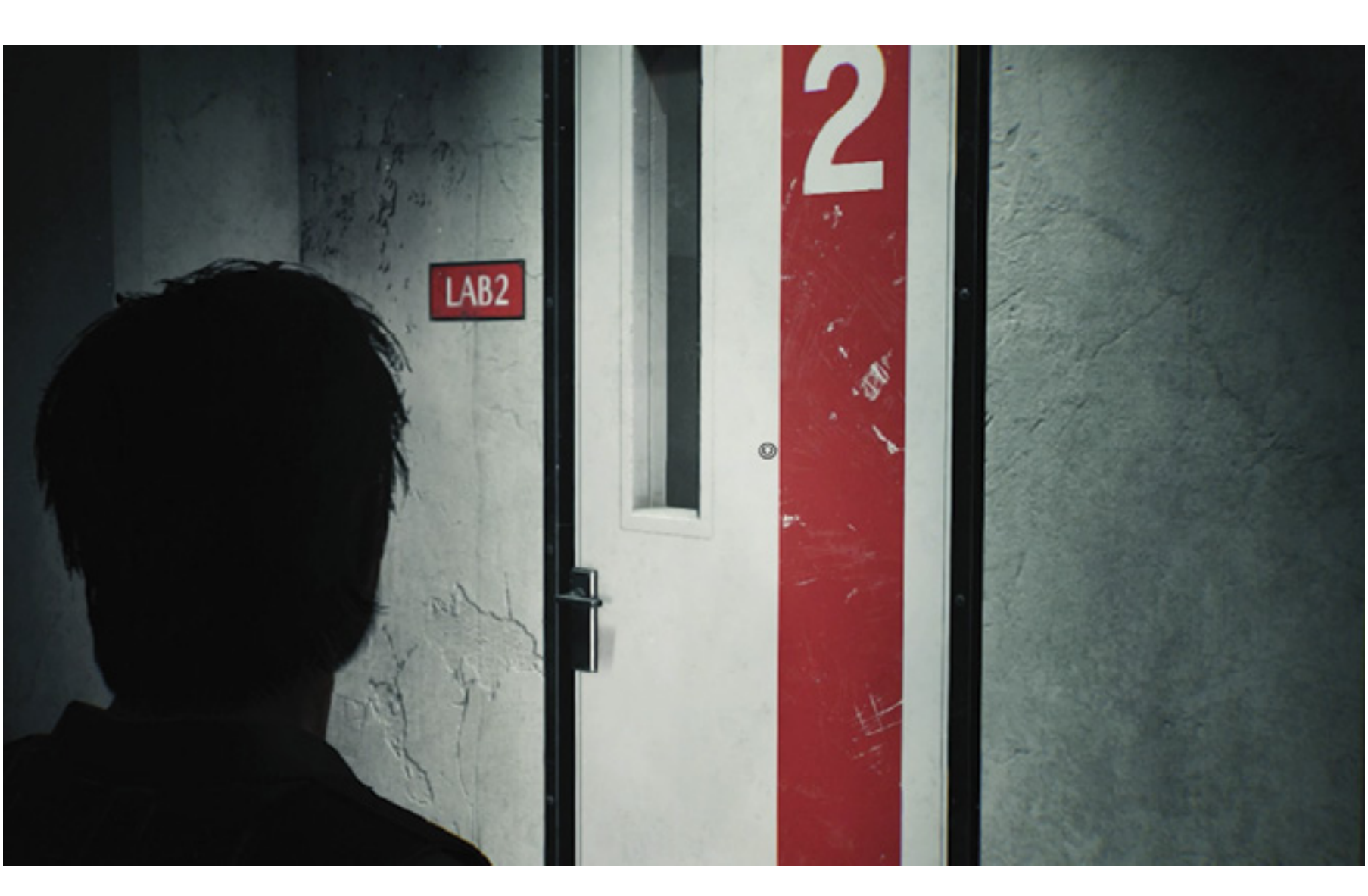
When you travel to Hoffman's Safe House in The Marrow from Torres's Safe House in the Nature Preserve, you see a Resonance Point shadow in the room. Tune in the memory to learn that O'Neal called Hoffman for a meeting in an unusual place.

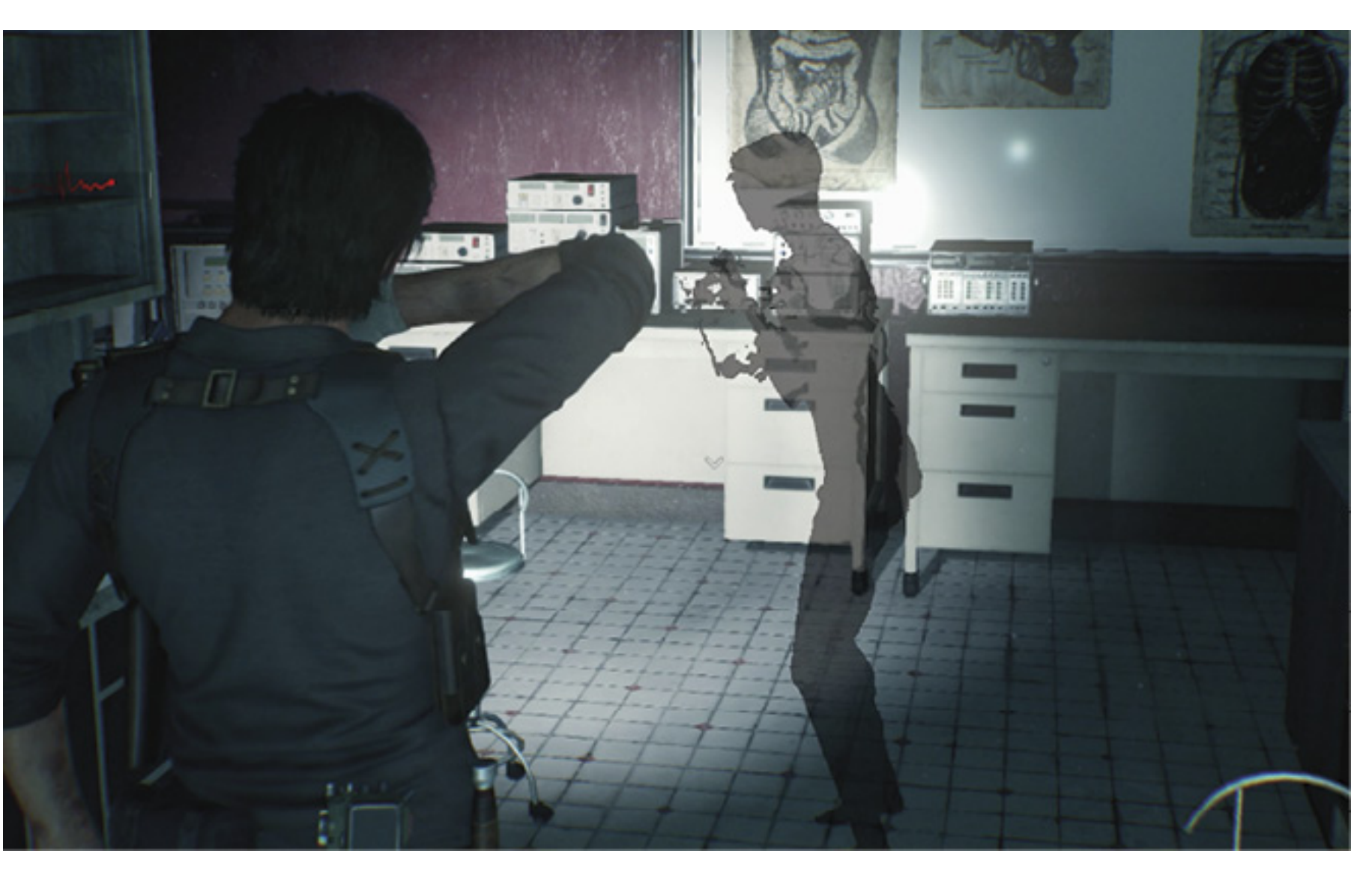


HOFFMAN HAS CLEARANCE

Location: The Marrow: Restricted Labs, Security Gate

Upon arrival, move through the first lab full of specimen tanks into the second lab with autopsy tables. Approach the red-lit security gate to automatically see the memory of Hoffman being cleared by the security scan.

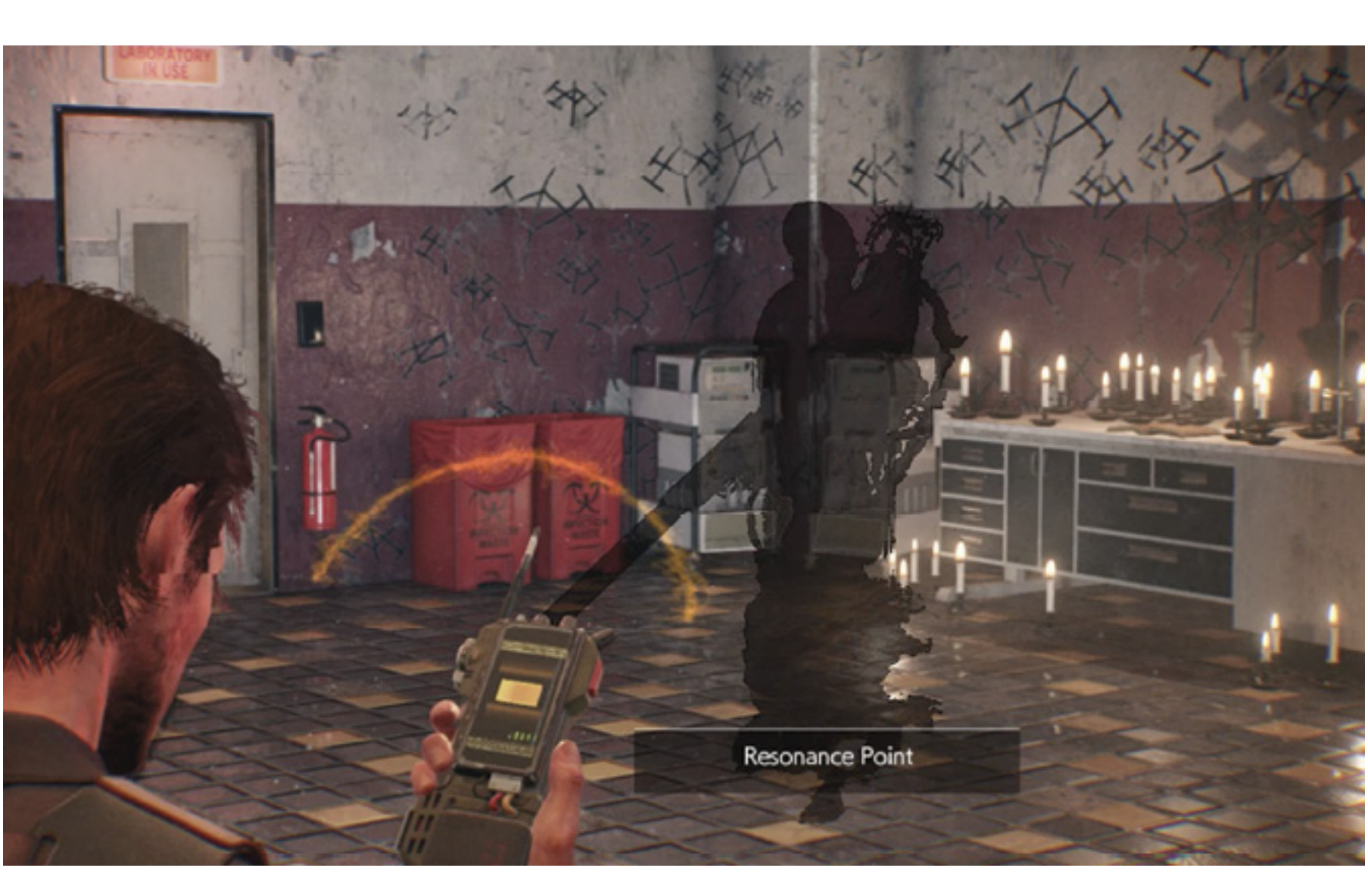




ALL IS LOST…

Location: The Marrow: Restricted Labs, Lab 2

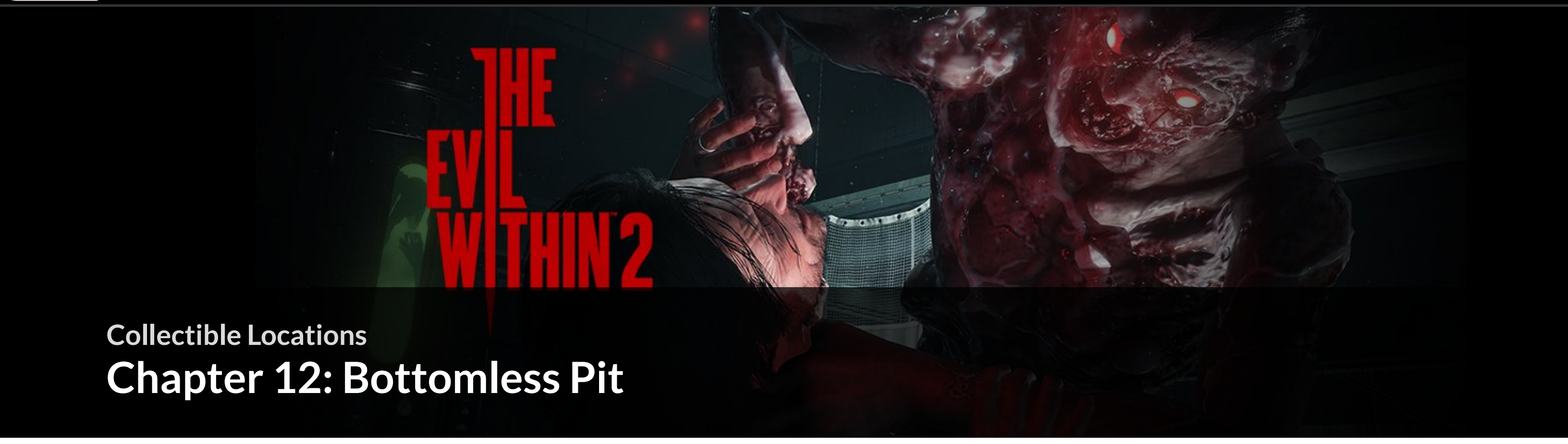
Lab 2 is on the second floor of the lab complex. Tune the memory at the worktable in the middle of the room.



HIS MASTER'S VOICE

Location: The Marrow: Restricted Labs, Lab 4

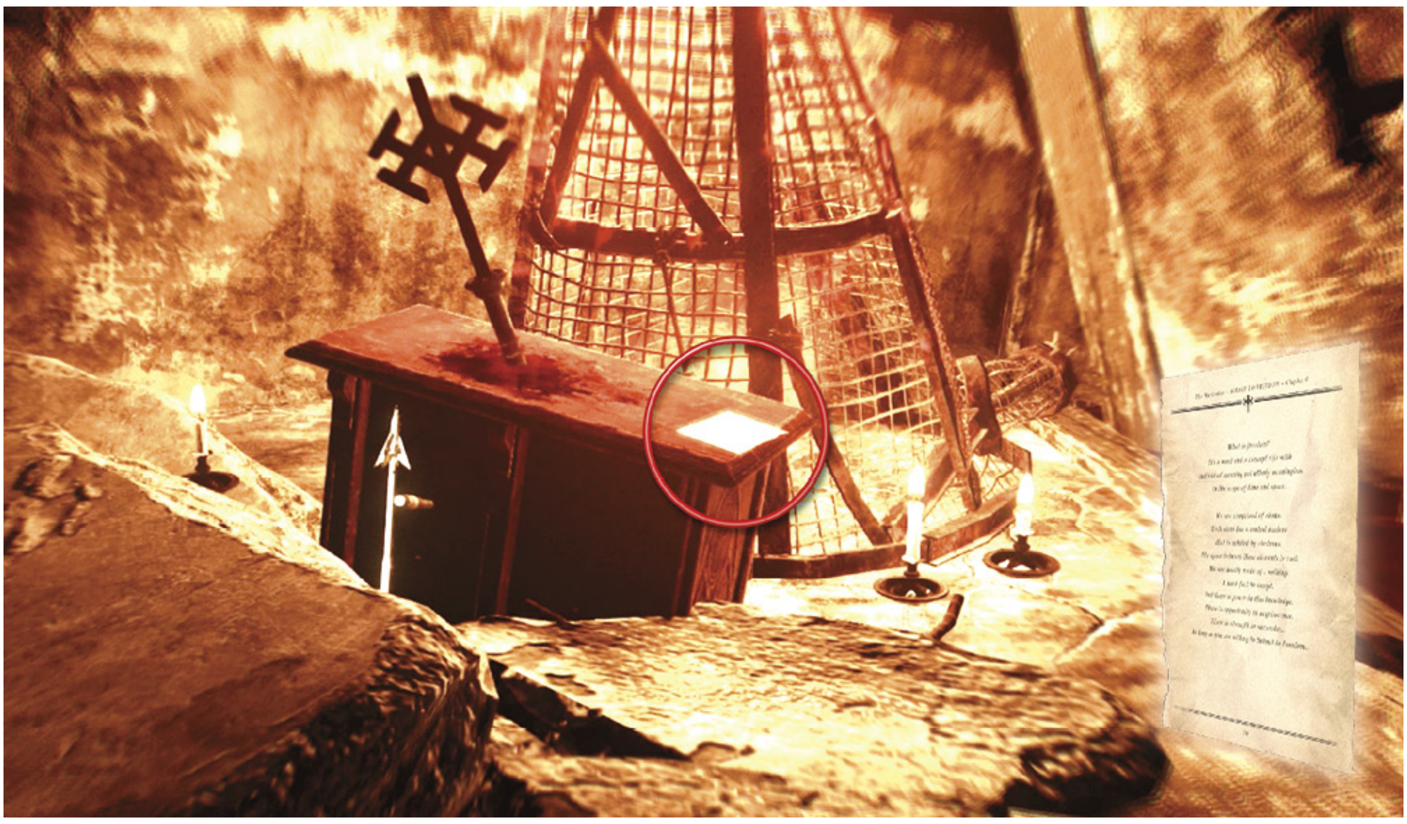
You can't access this memory until after you defeat O'Neal. Lab 4 is in the area behind the security gate that requires a Unity Cerebral Chip to open.



Collectible Locations

Chapter 12: Bottomless Pit

FILES

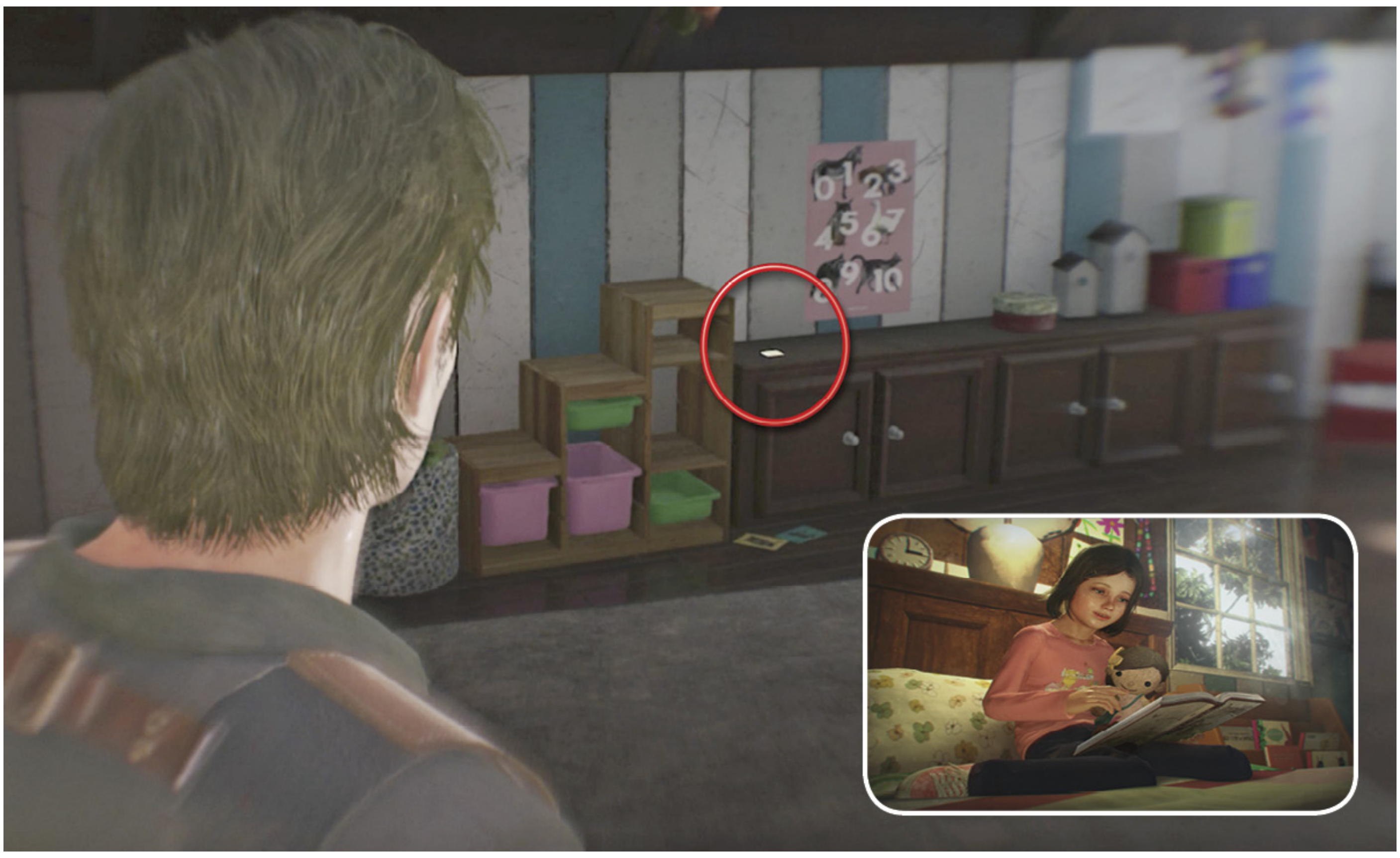


BURNT PAGE FROM ‘SUBMIT TO FREEDOM’ 2

Location: Theodore’s Domain, Burning Girl Statue

This page from Theodore’s book sits on the altar in front of the burning girl statue in the dark void of his domain.

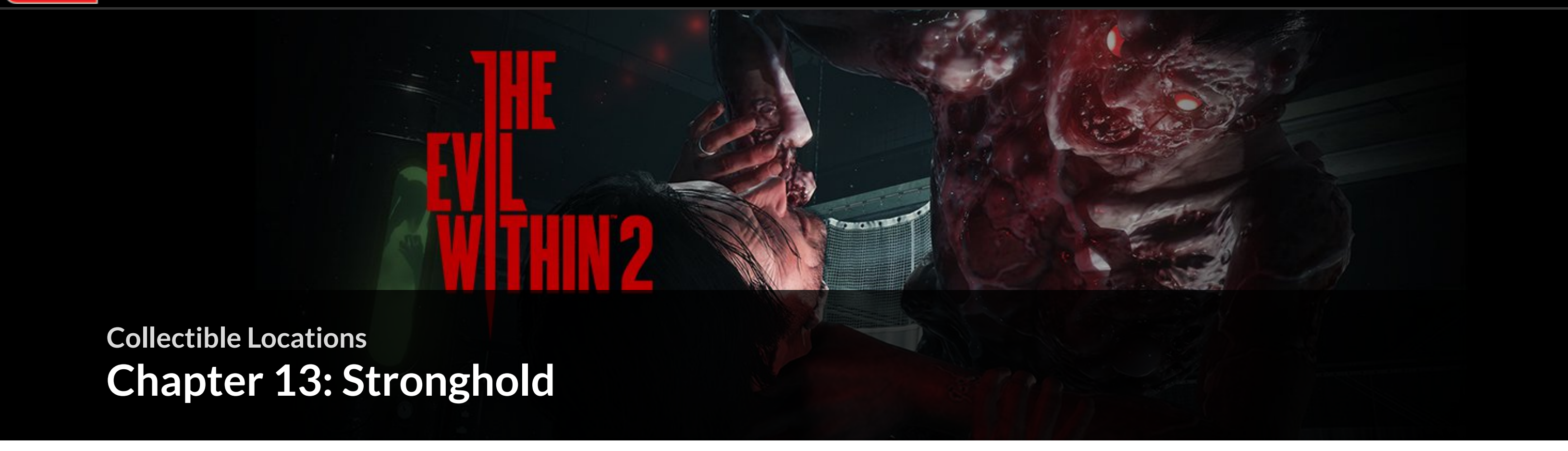
SLIDES



SLIDE 9: “LILY AT HOME”

Location: Castellanos House, Lily’s Room (Vision Sequence)

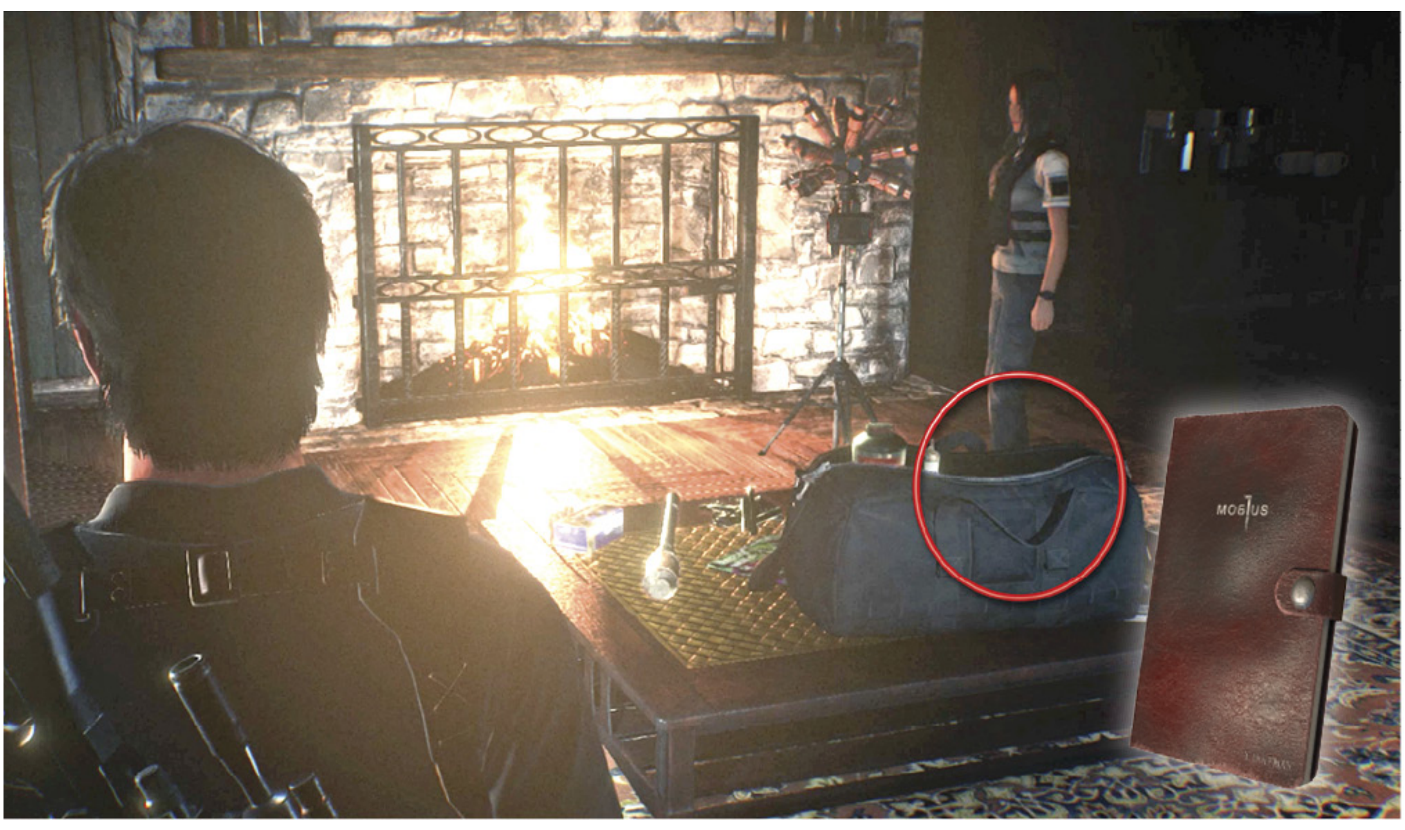
After you destroy O’Neal’s machine and traverse across Theodore’s nightmarish domain, Sebastian finds himself in his old house. This slide sits on a cabinet in Lily’s bedroom.



Collectible Locations

Chapter 13: Stronghold

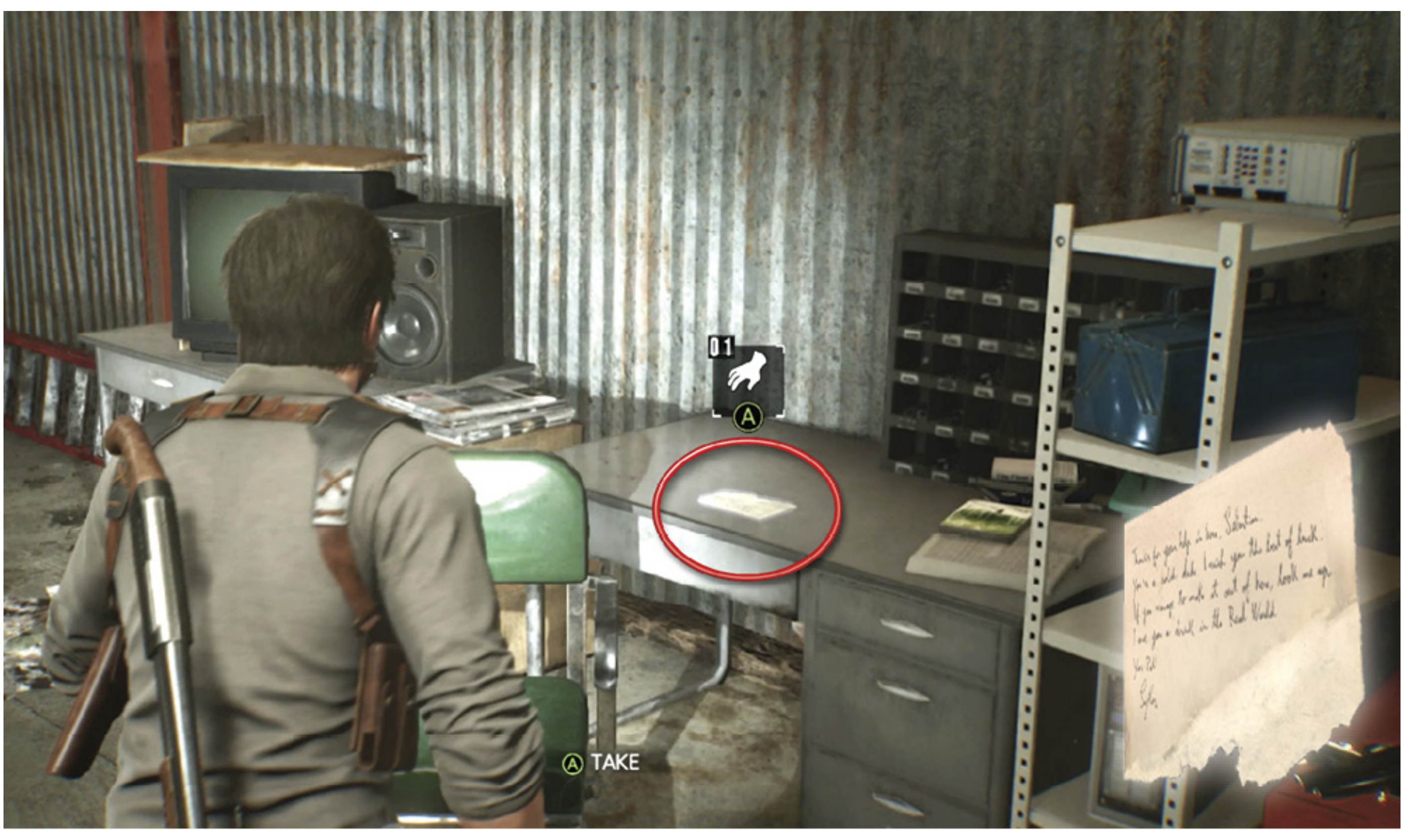
FILES



HOFFMAN'S JOURNAL

Location: Union Business District (Ruins), Sanctuary Hotel Lobby

Find this journal inside the equipment bag on the coffee table in the Sanctuary Hotel lobby after Sebastian and Hoffman meet up there.

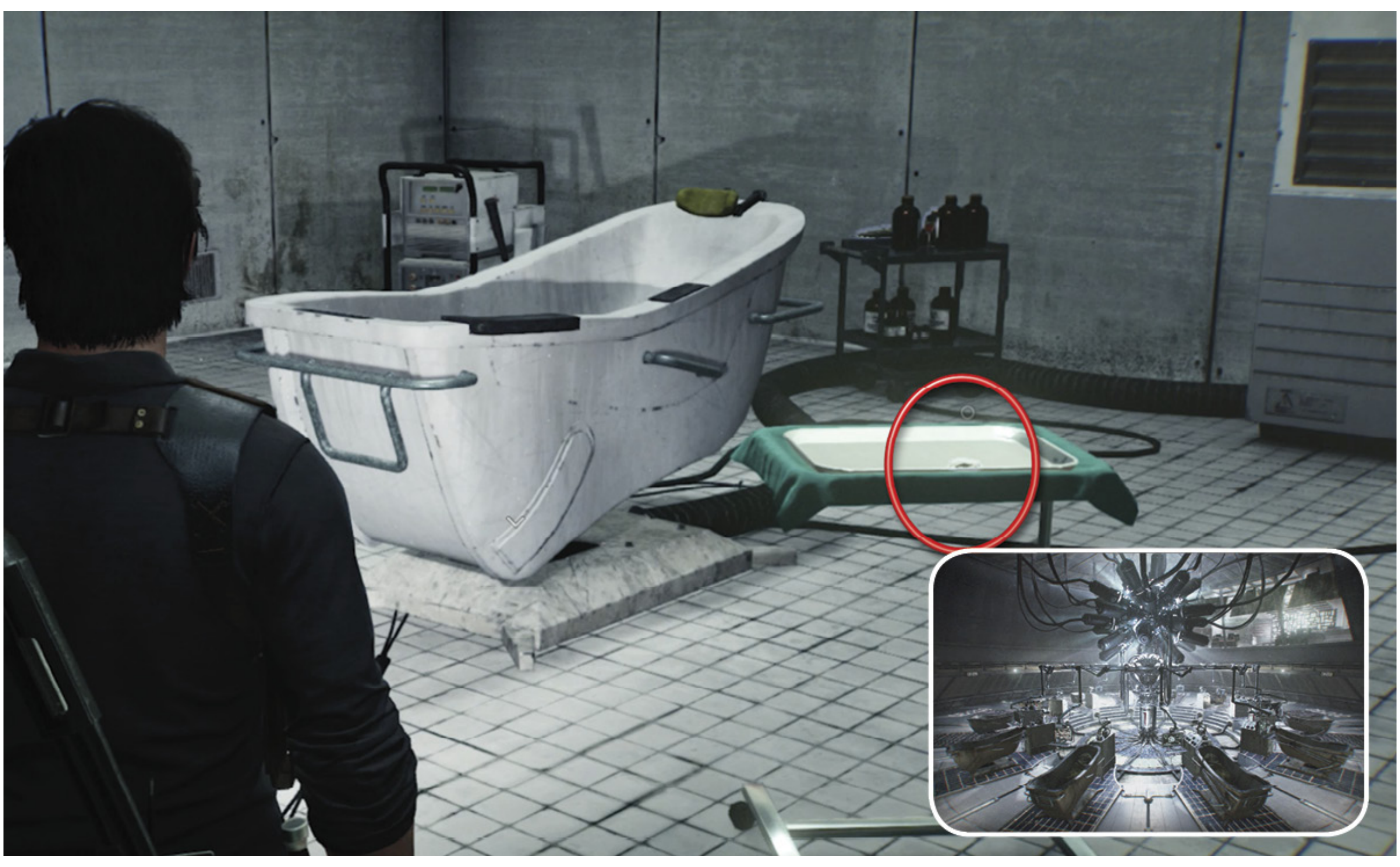


MESSAGE FROM SYKES

Location: Union Business District (Ruins), Sykes's Safe House

After you complete "The Last Step" side mission, you find this note from Sykes on the desk in his Safe House.

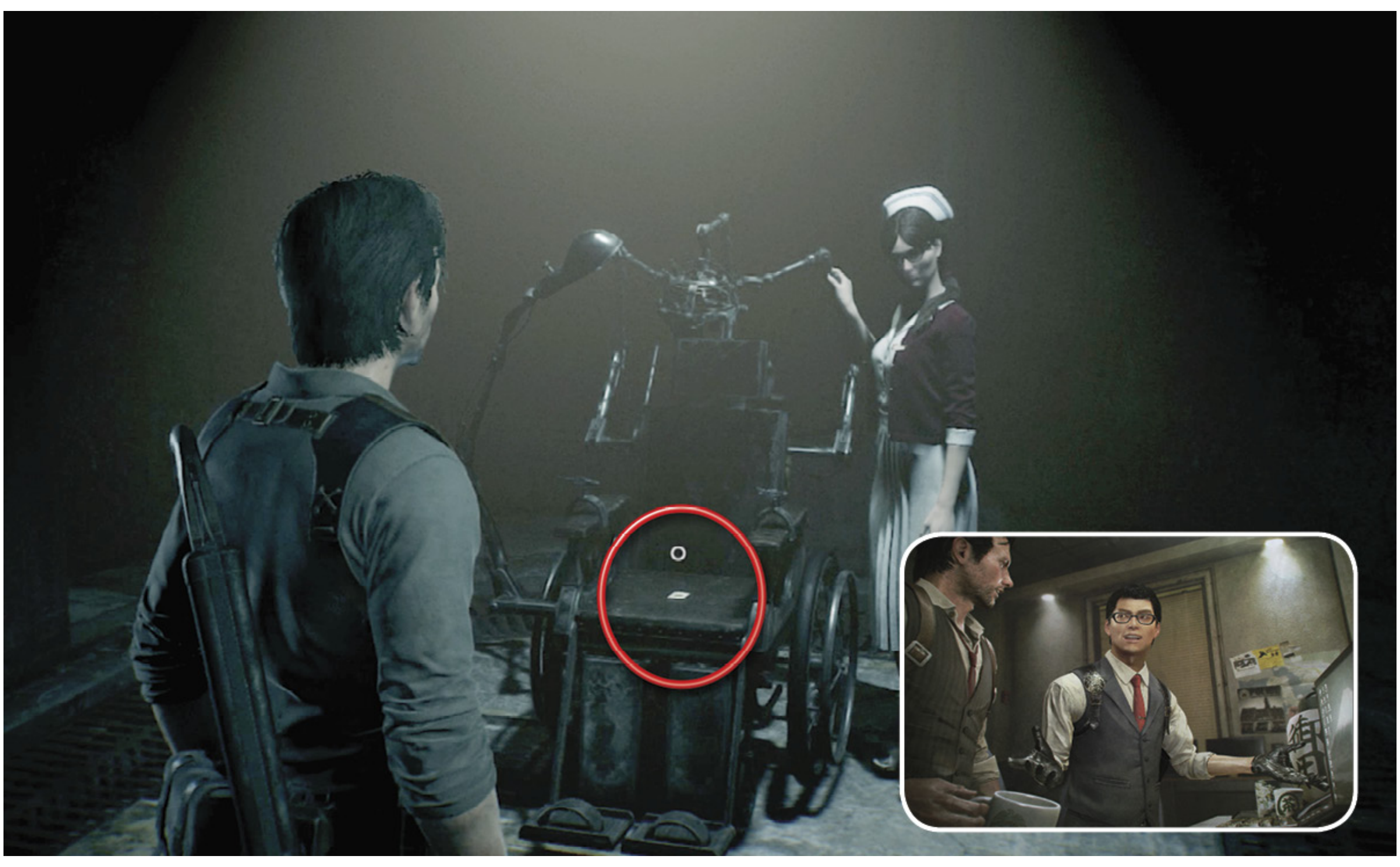
SLIDES



SLIDE 10: "TOO MUCH POWER"

Location: The Marrow: Experimental Wing, Test Lab

During "The Last Step," the third side mission for Julian Sykes, find this slide sitting on a tray table next to the escape pod in the Test Lab's pod room. (You must turn on the power at the wing's fuse box before the Test Lab is accessible.)



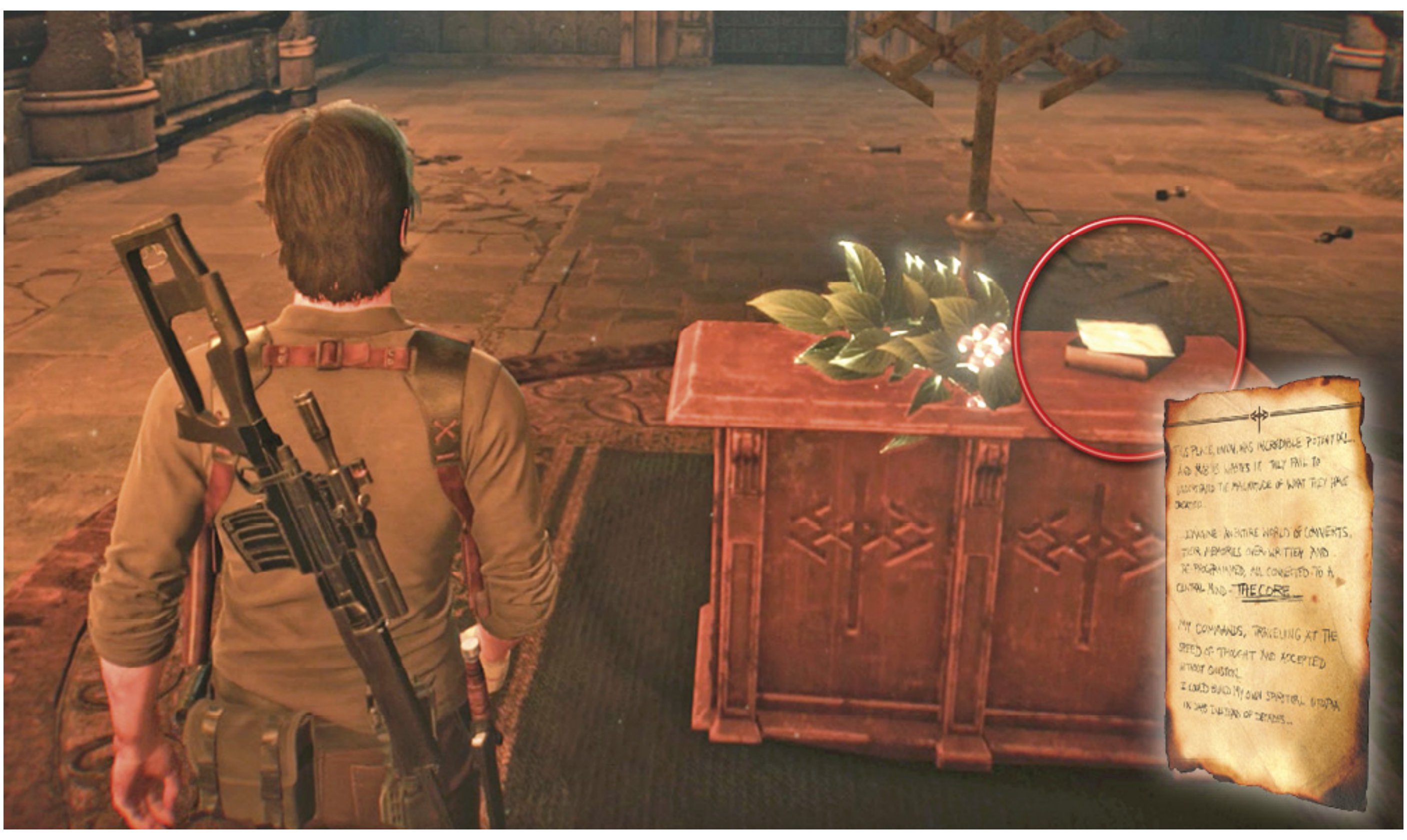
SLIDE 11: "LAST ONE"

Location: Sebastian's Room (Follow the Cat)

Once you've collected all ten slides and talked to Kidman about each one while viewing them, the office cat will be sitting on the floor after you discuss that tenth slide. Interact with the cat and follow it to trigger an event that reveals Slide 11. Grab it!

THE EVIL WITHIN 2

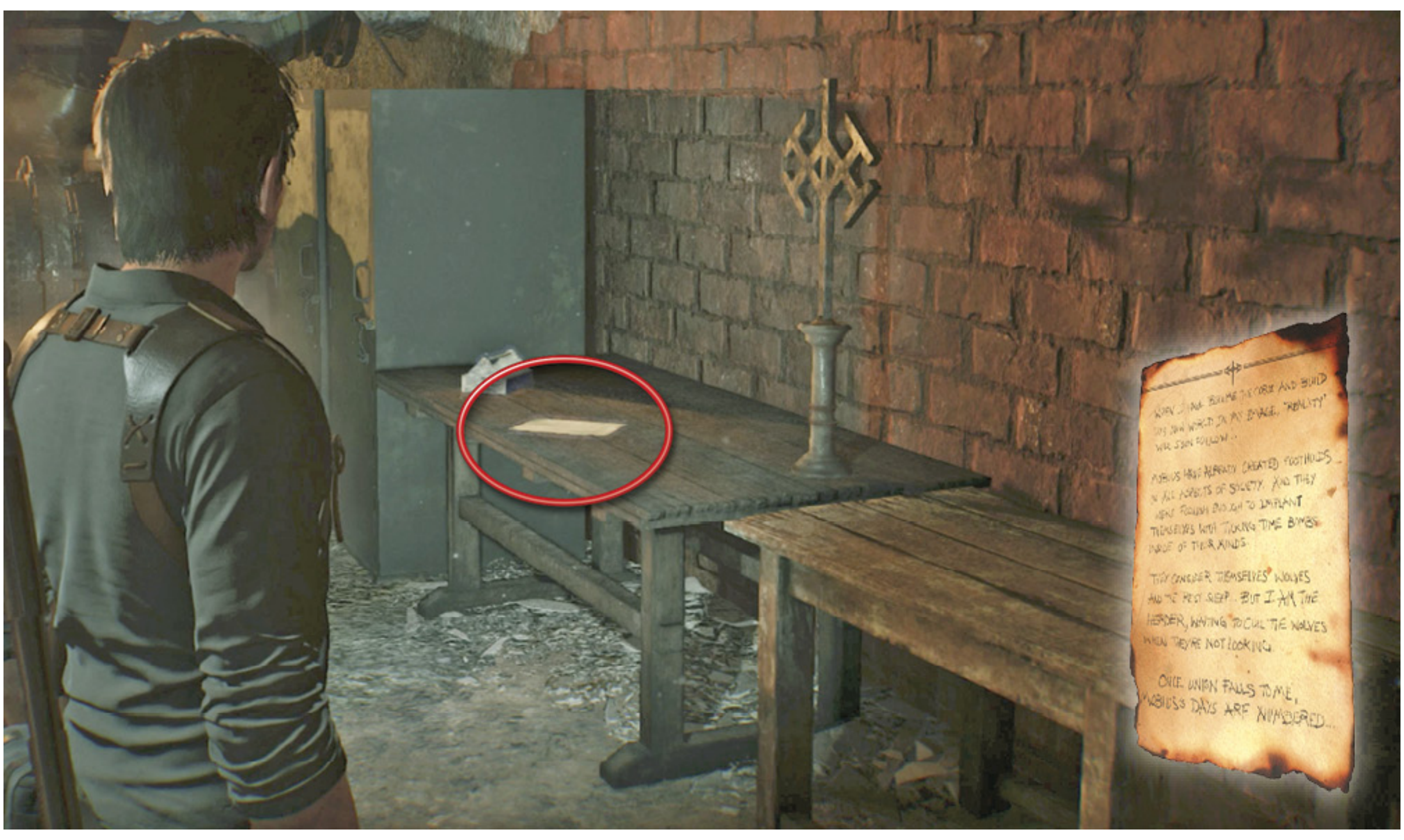
FILES



THEODORE'S SCRIPTURE 1

Location: Theodore's Stronghold, First Floor

This page of scripture sits on the altar in the cathedral that forms the stronghold's bottom floor.

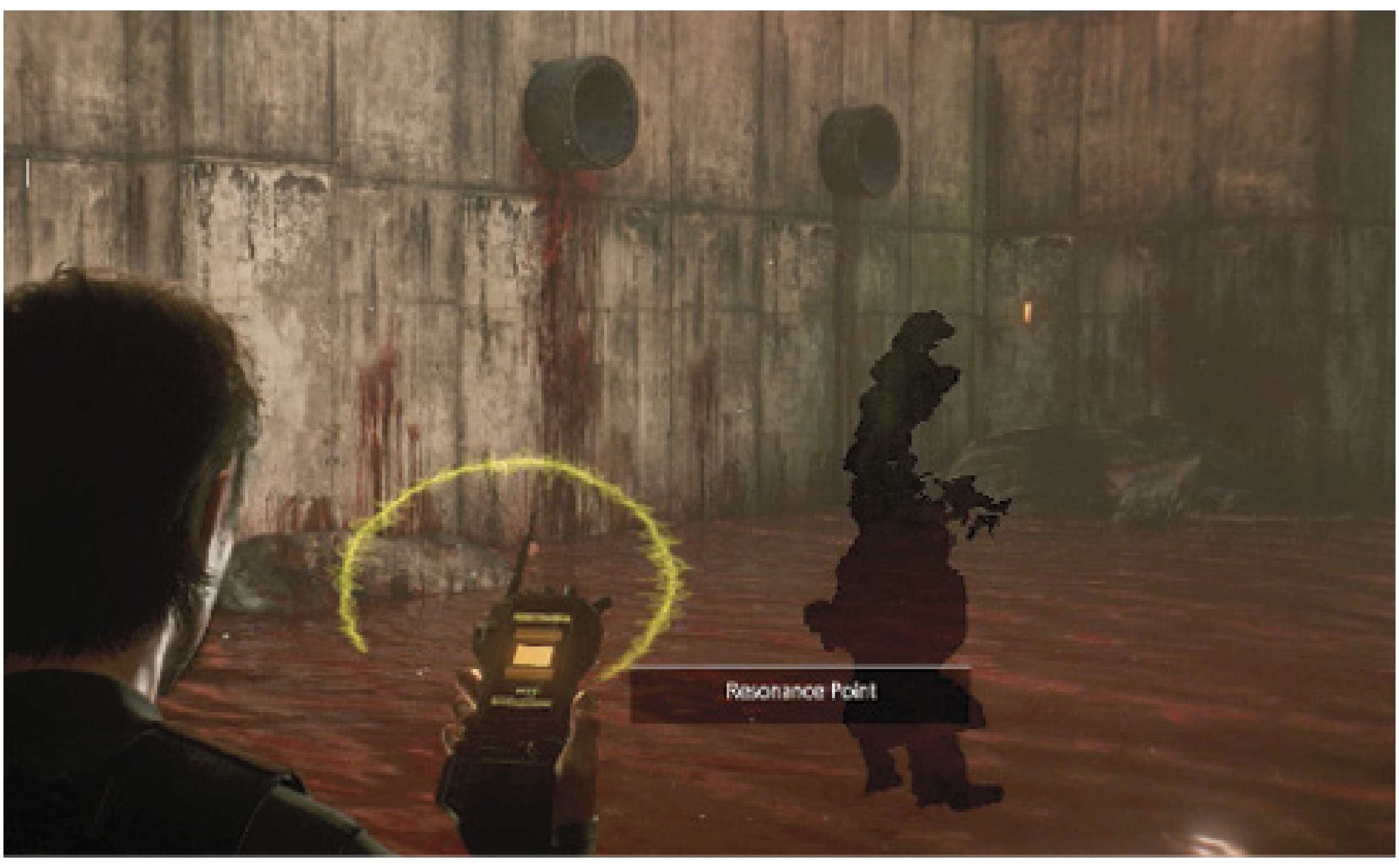


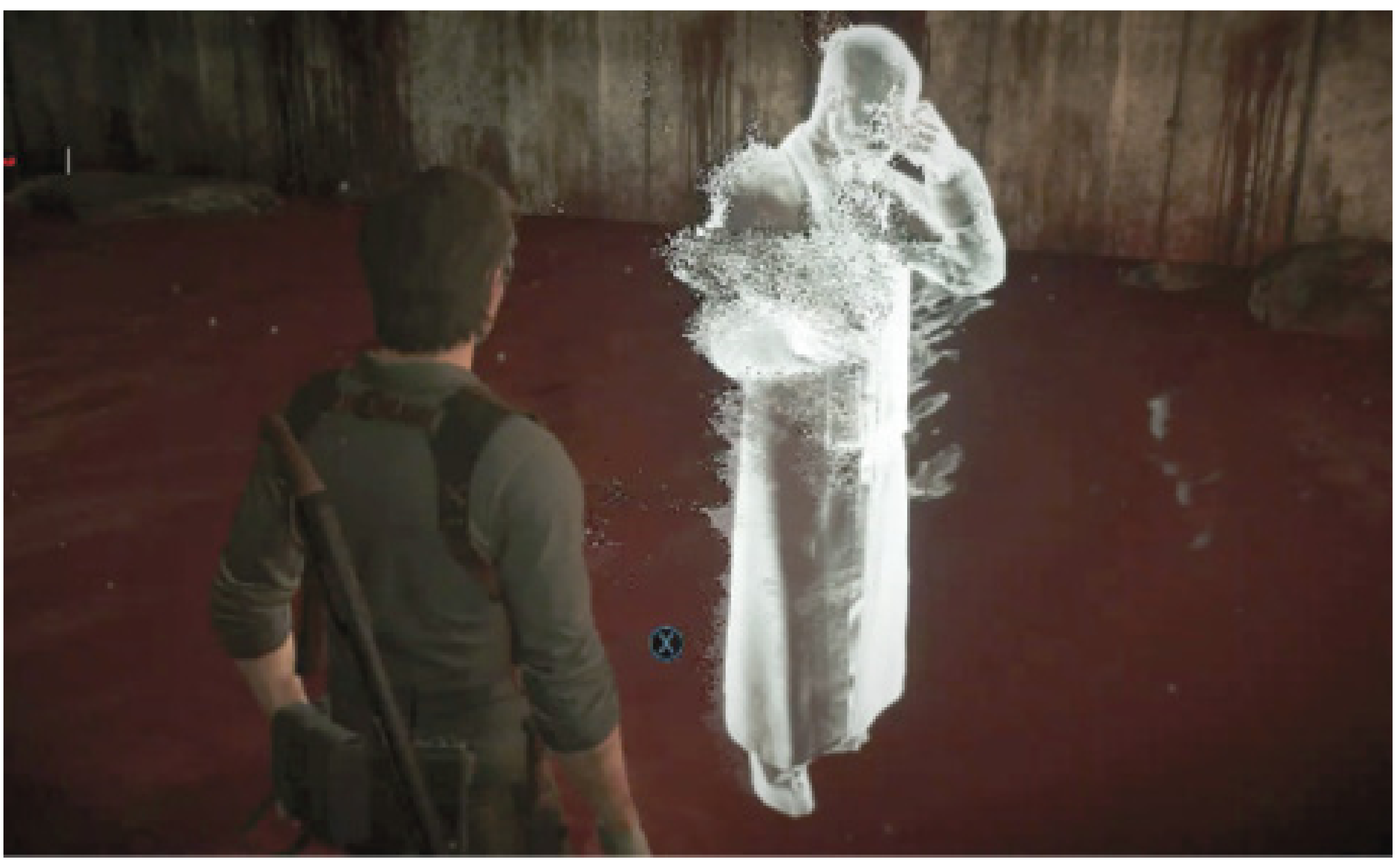
THEODORE'S SCRIPTURE 2

Location: Theodore's Stronghold, Room Off Staircase Between Second and Third Floors

This page sits on a worktable in a side chamber off a staircase landing between the second and third floors of the stronghold.

RESIDUAL MEMORIES



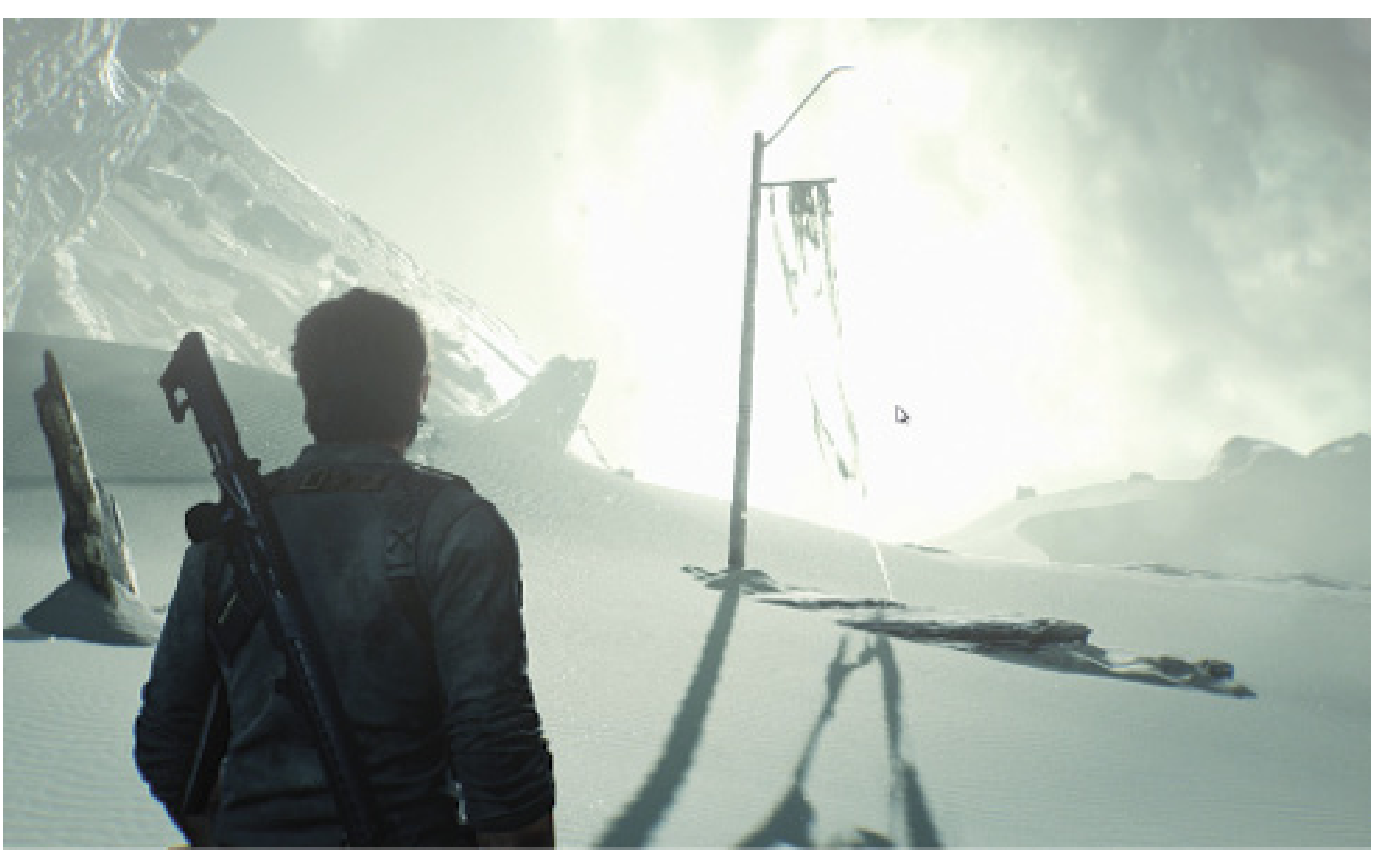


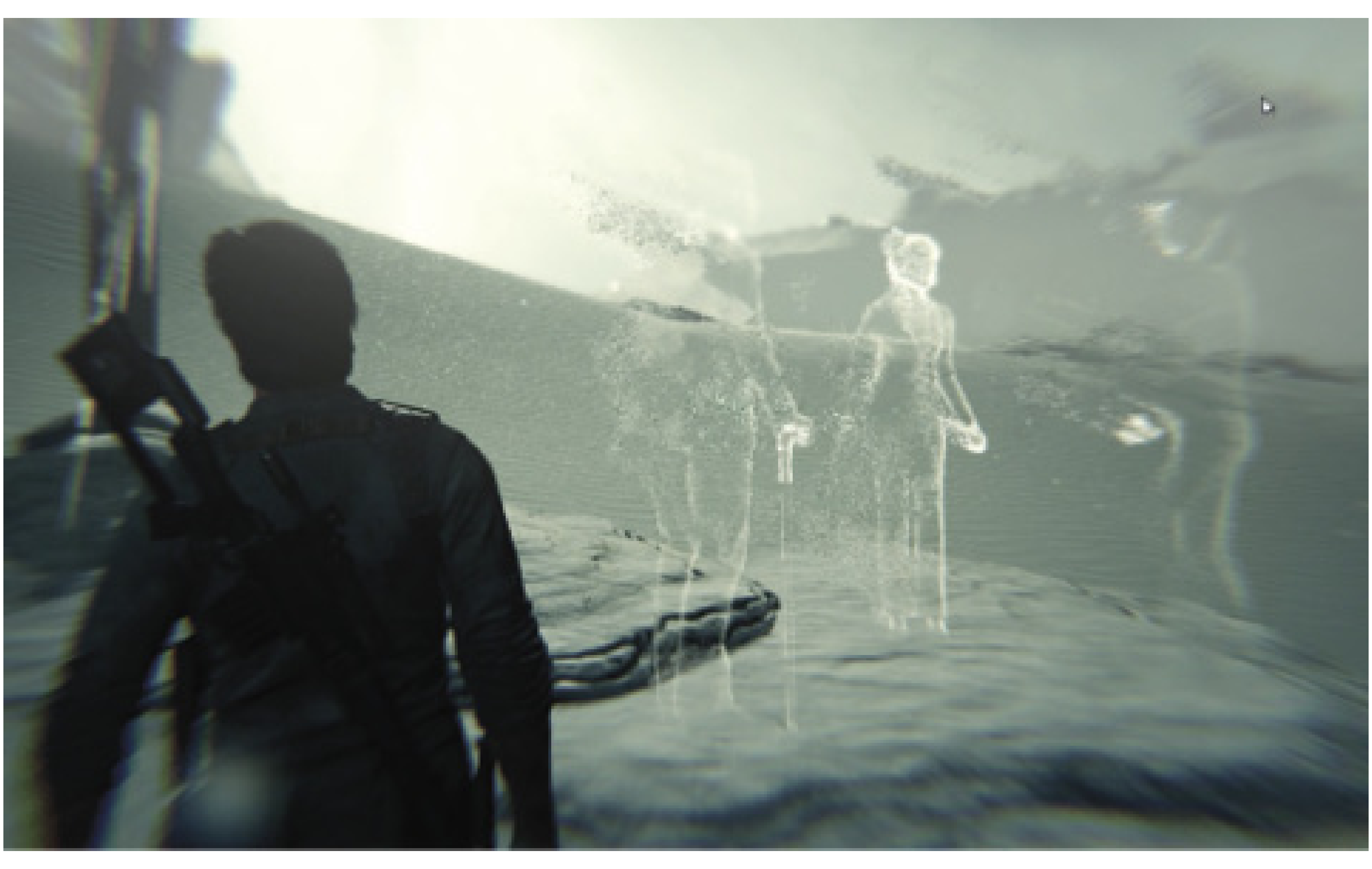
EVIL ALLIANCE

Location: Theodore's Stronghold, Top Floor

Ride the elevator from the third floor up to see a huge pit filled with blood. Climb down the ladder into the pit and find the Resonance in the center. Then tune in the memory.

RESIDUAL MEMORIES

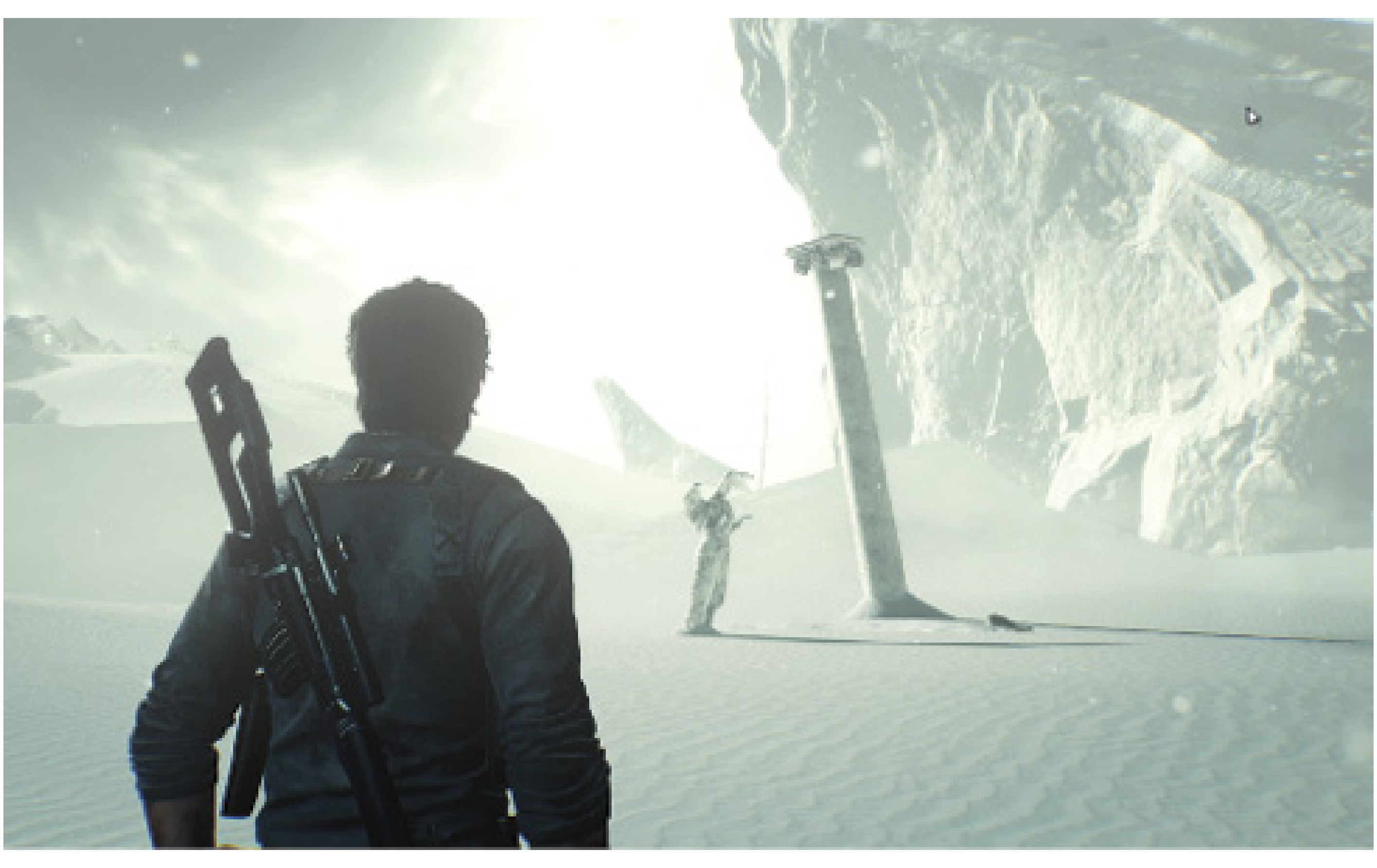


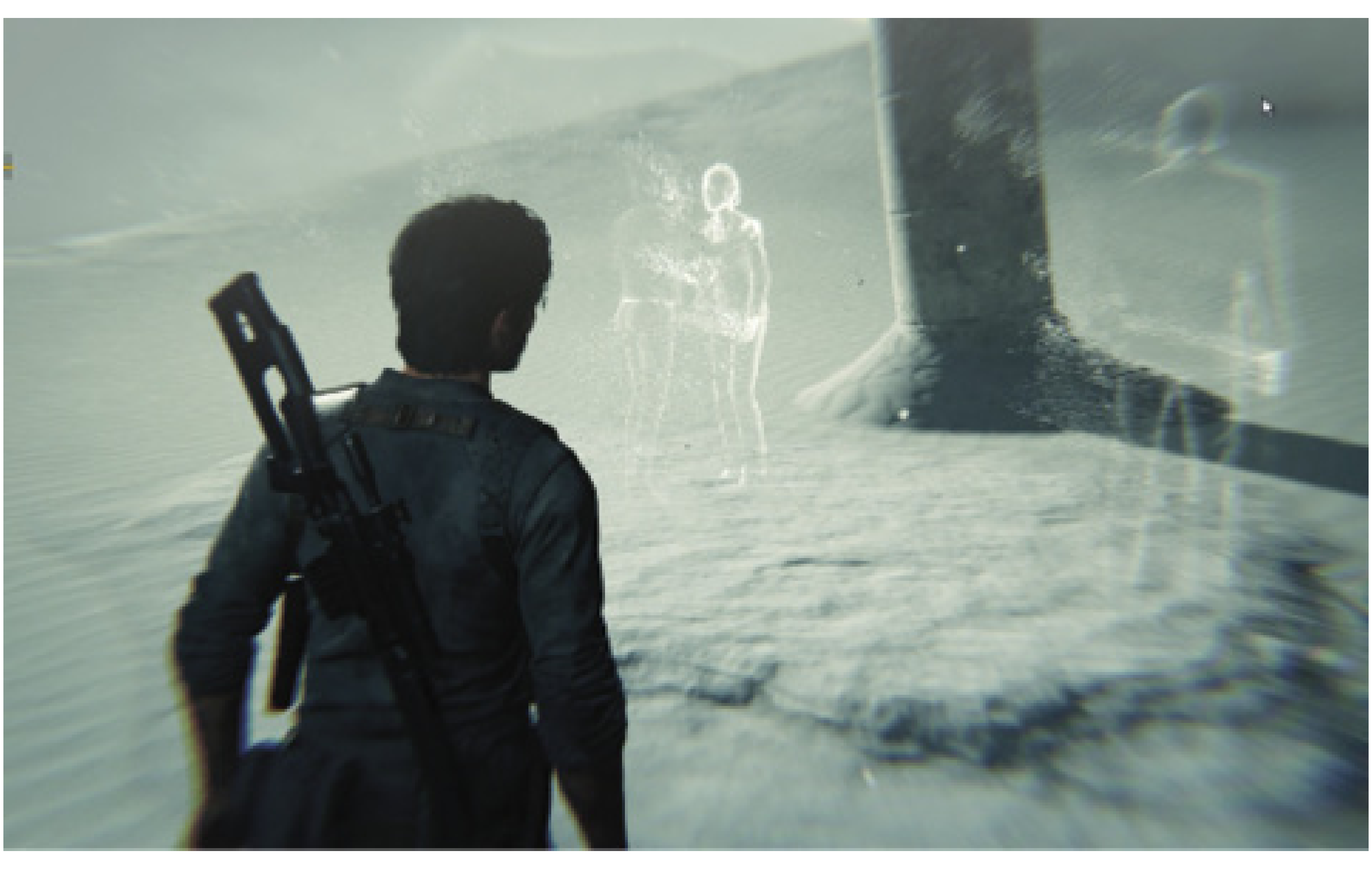


SAVING LILY

Location: Limbo

This memory is automatically triggered when you approach the tall flowing banner on the left side of the slope.

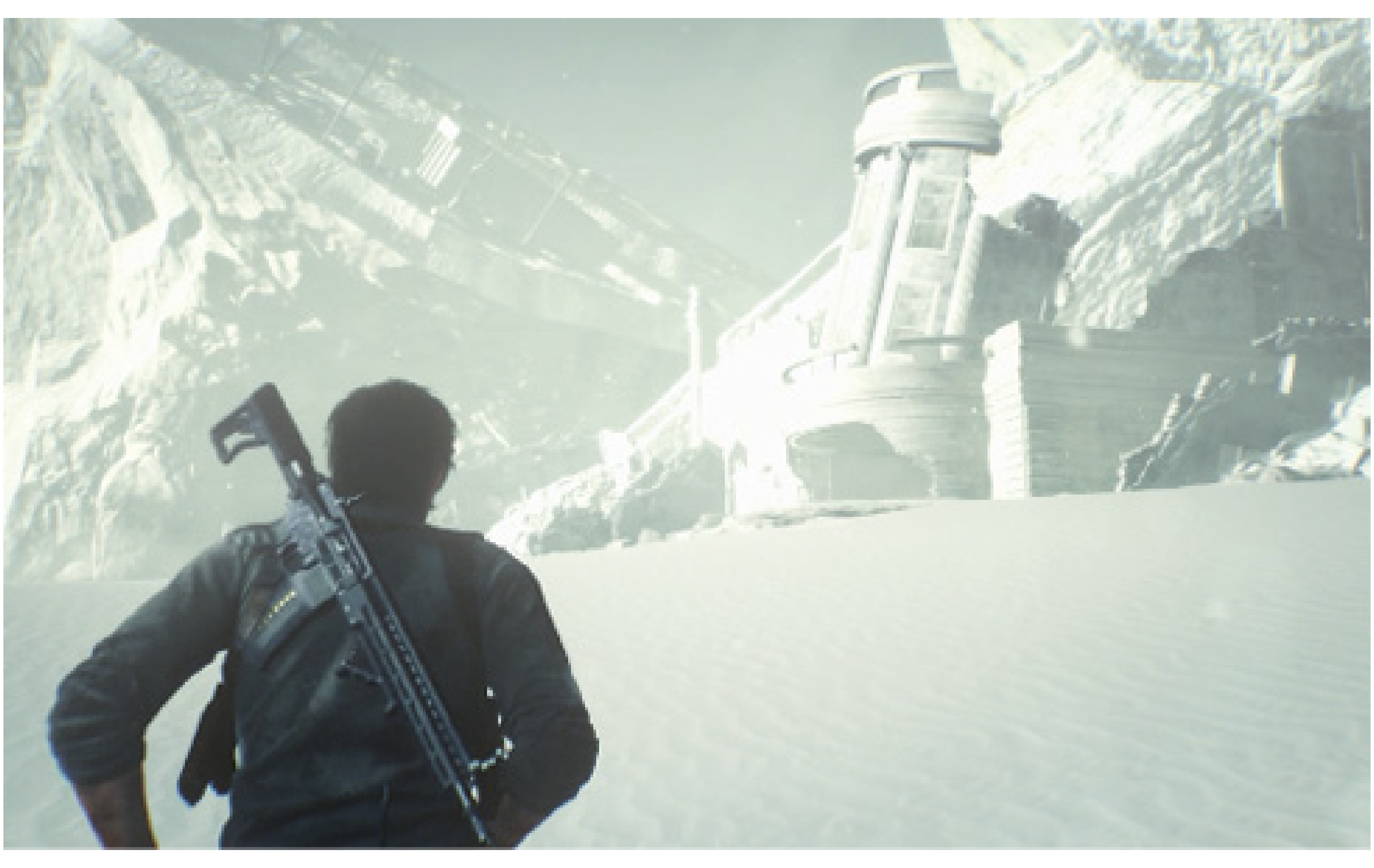


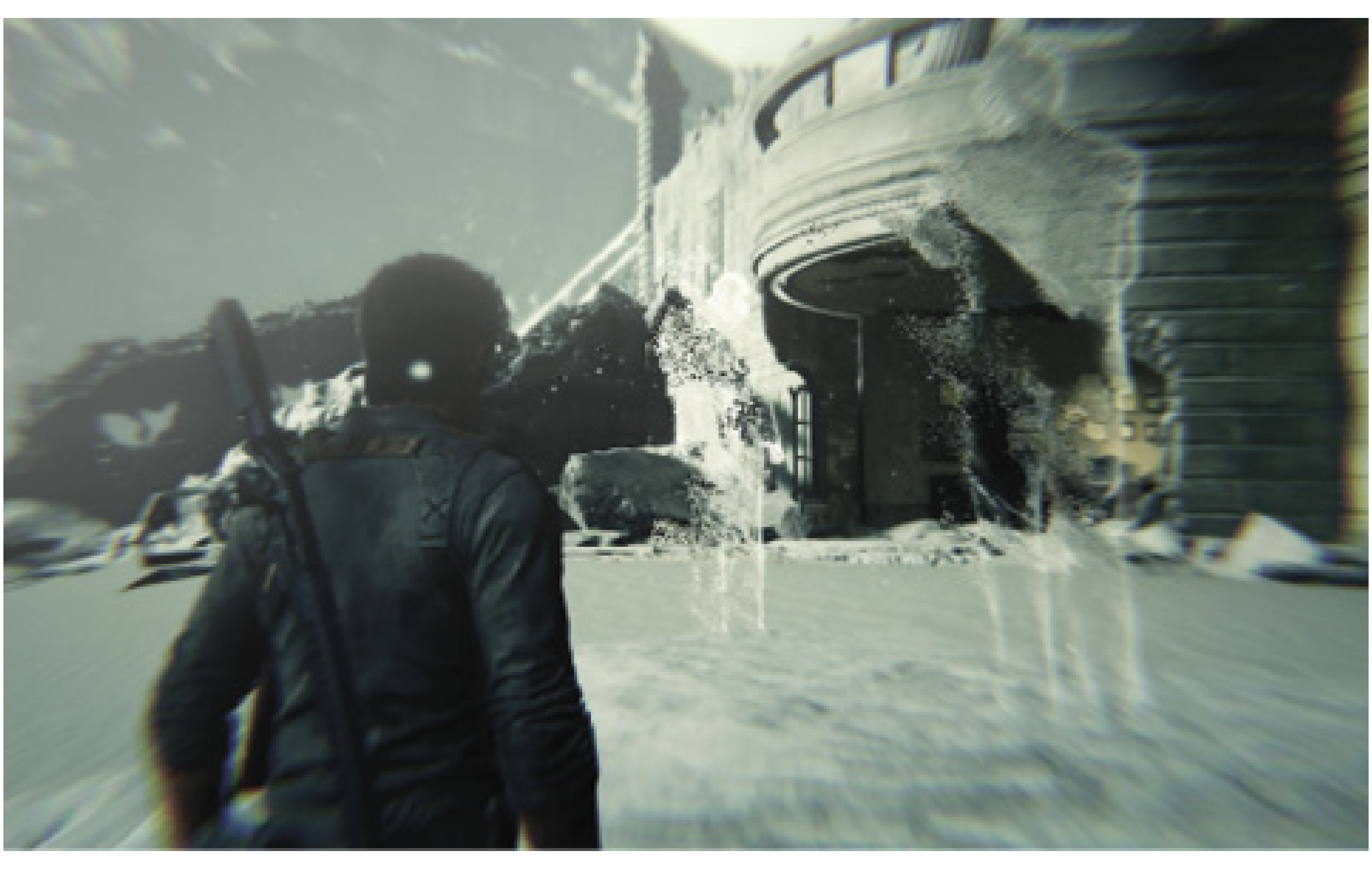


LAST GOODBYES

Location: Limbo

This memory is automatically triggered when you approach the pillar and statue in the middle of the slope.

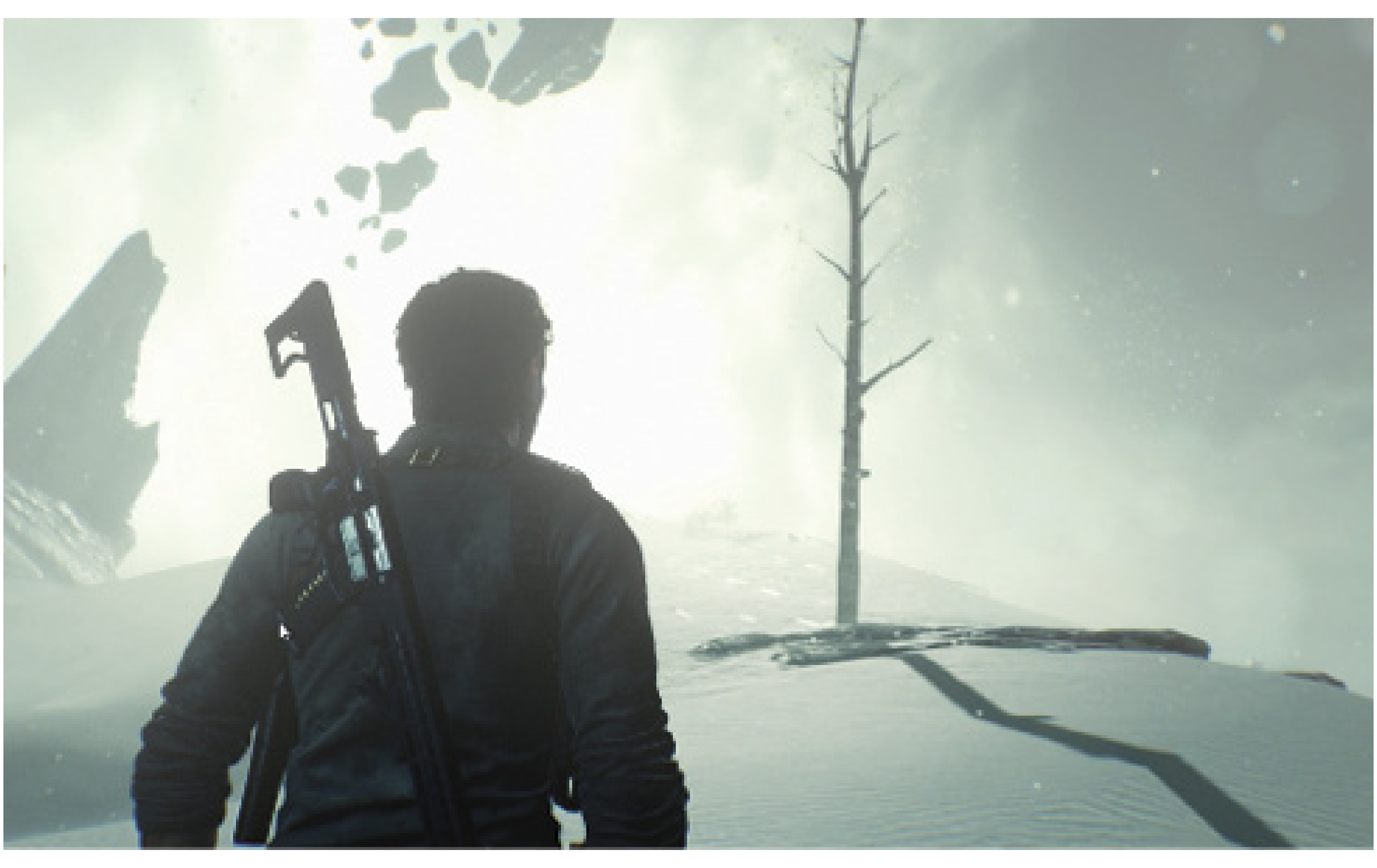


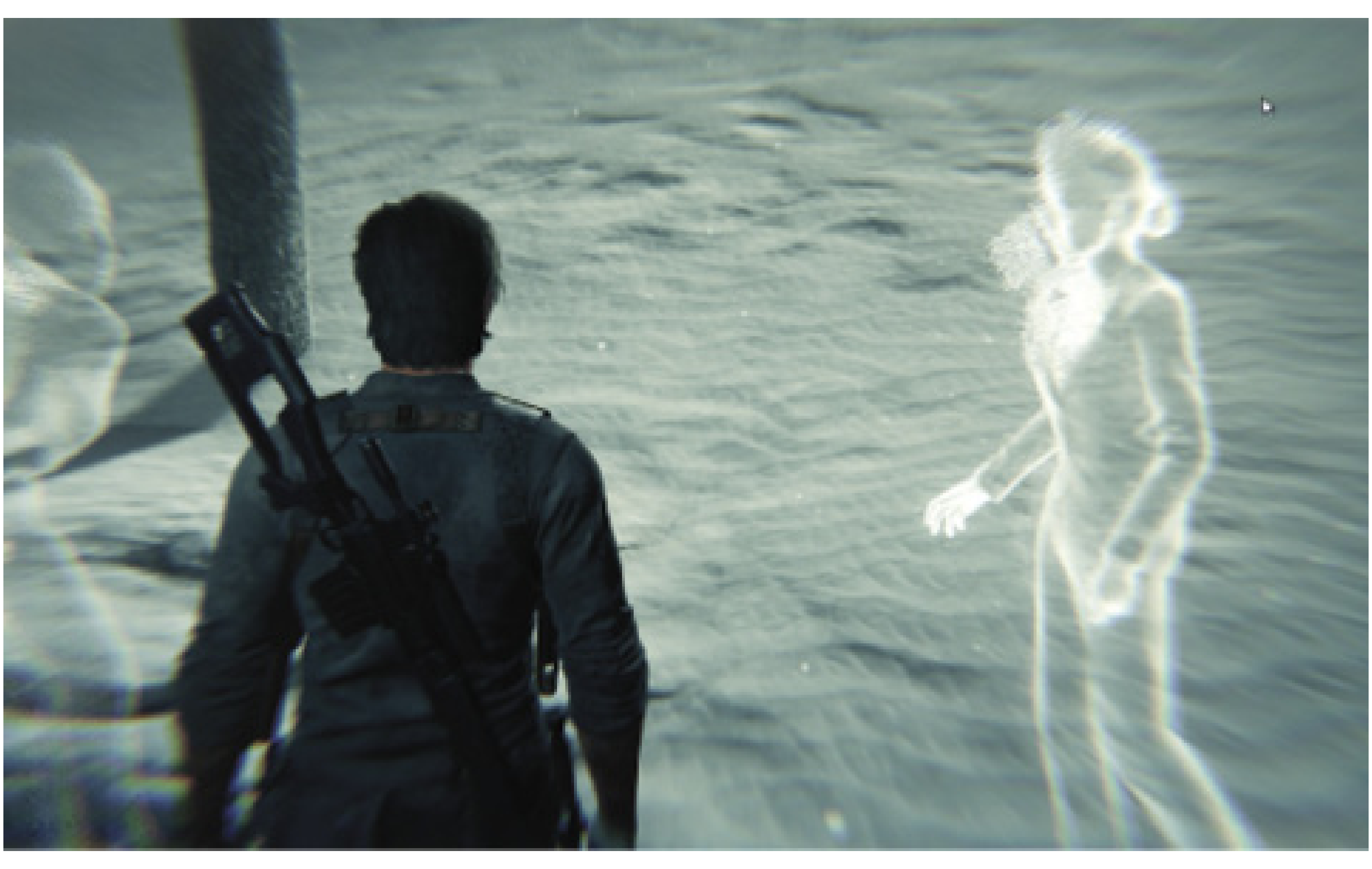


MYRA BETRAYED

Location: Limbo

This memory is automatically triggered when you approach the hole in the ruined building on the right side of the slope.

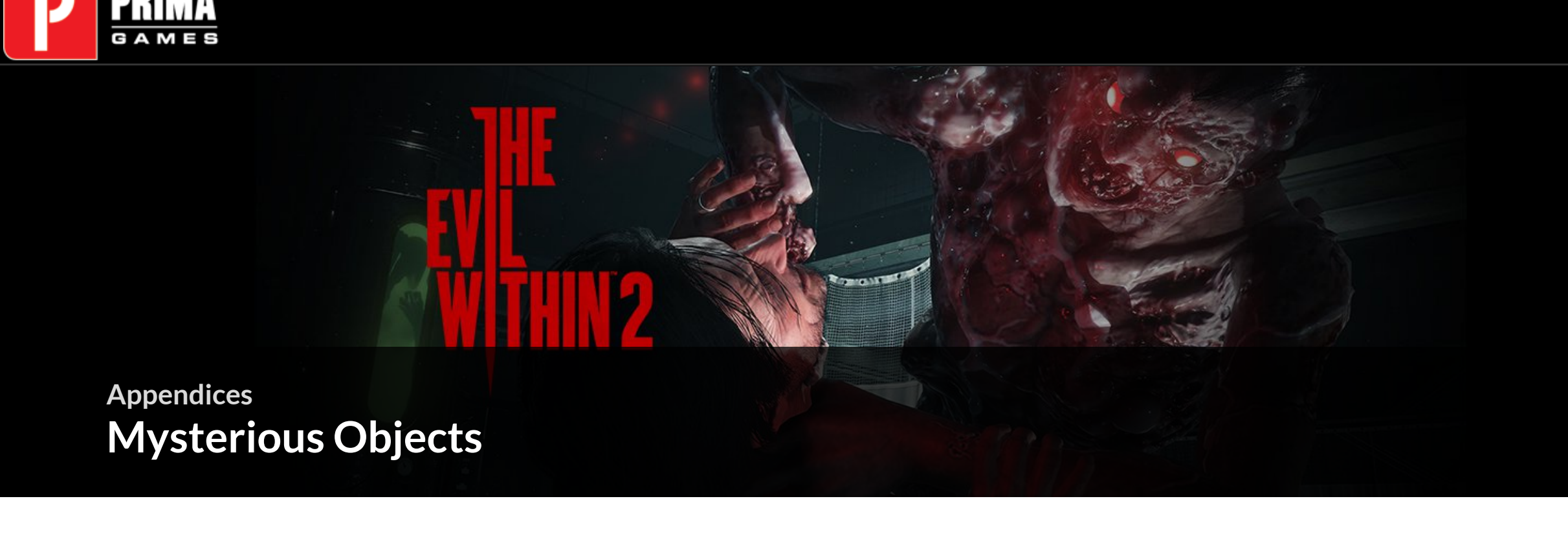




FREEING THE CORE

Location: Limbo

This memory is automatically triggered when you approach the lone tree up the slope from Sebastian's Room.



Appendices

Mysterious Objects

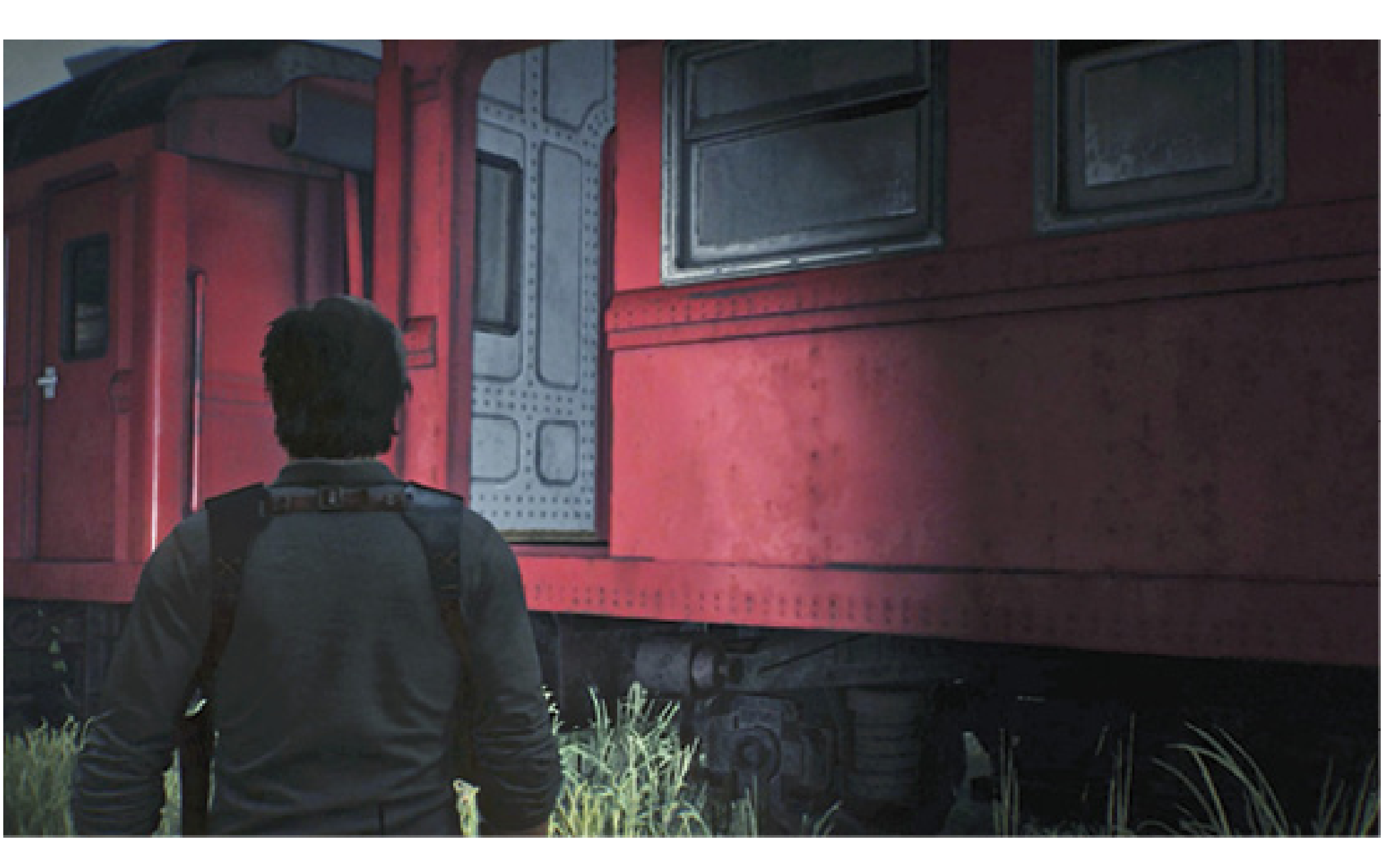
The Evil Within 2 has several types of collectible items listed under Inventory in your Communicator menu. Our Collectible Locations chapter lists every File, Slide and Residual Memory that you can collect in the game.

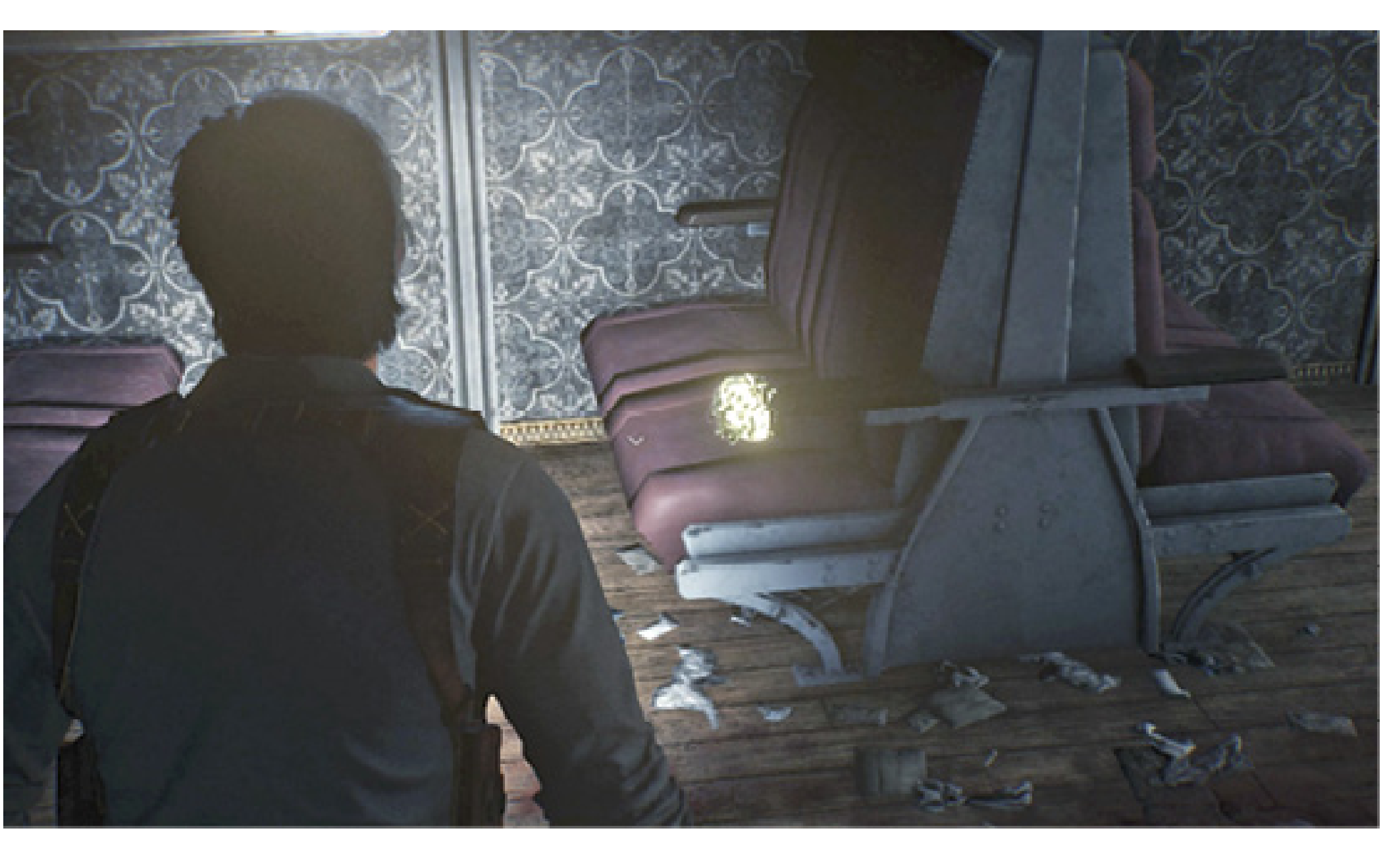
However, there is another category of item that could be considered a "secret collectible" because it's not listed in your Inventory. As you move through the game, you can find eight different items that are described as "Mysterious." After you collect each one, it appears atop a low bookcase in the office of Sebastian's Room, right underneath Lily's drawing on the corkboard.

Here's where to find all eight Mysterious objects in the game.

MYSTERIOUS MASK

Available in Chapter 3

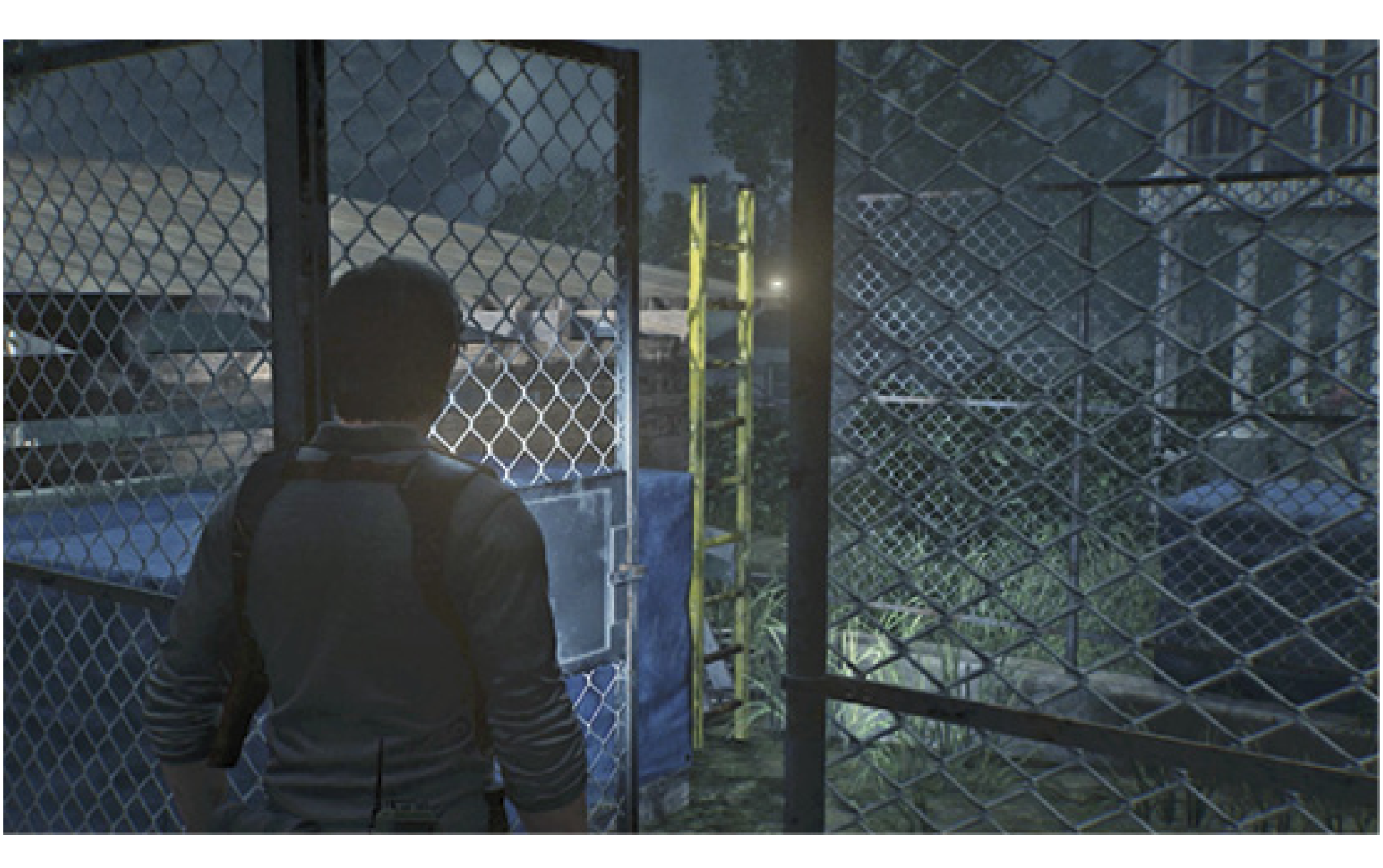


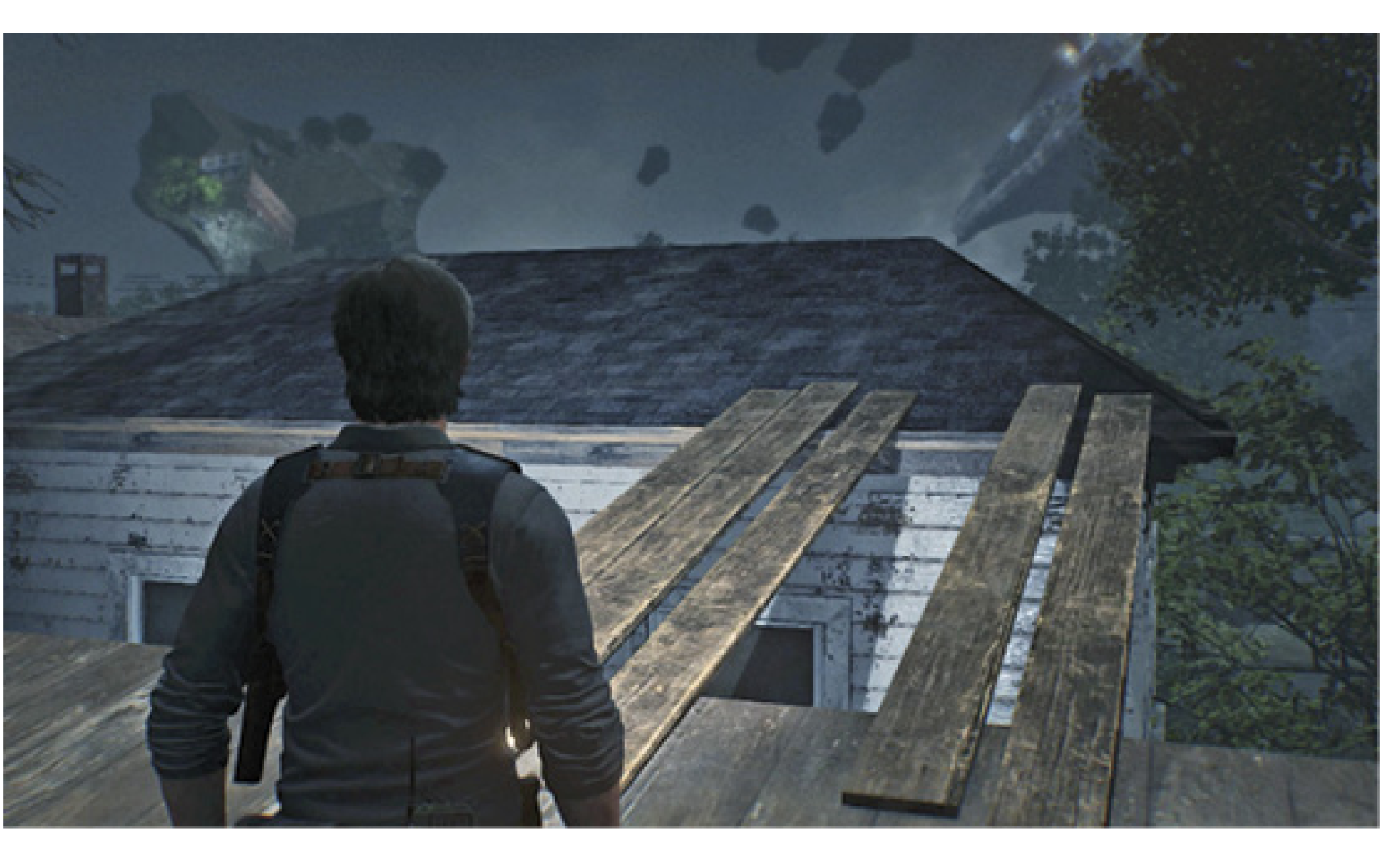


Look for this mysterious object in one of the derailed train cars along the western edge of the Union Residential District. It's in the second car of the westernmost train strand; enter via the door just past the overturned van.

MYSTERIOUS WEAPON REPLICA

Available in Chapter 3

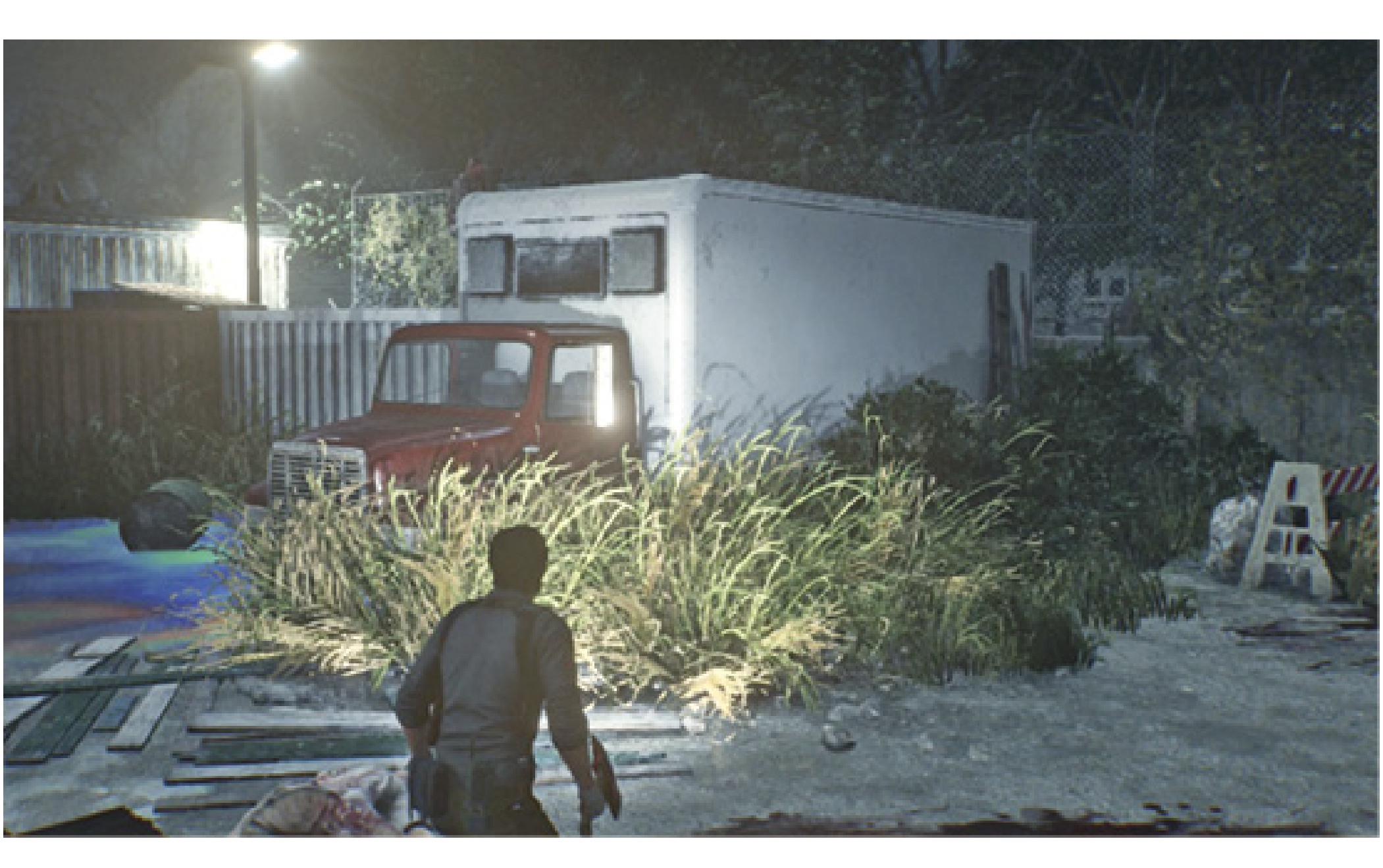


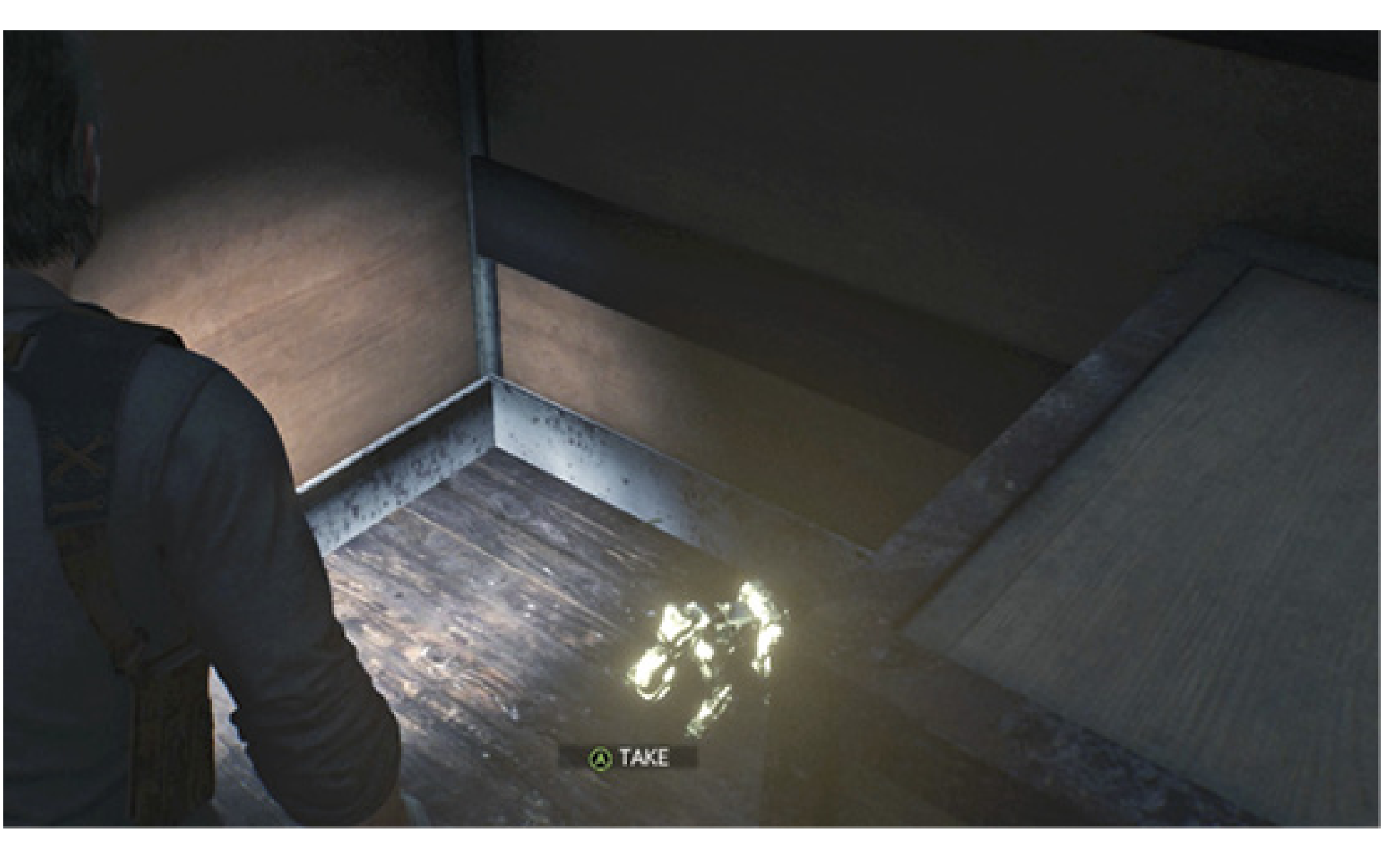


On the eastern side of the Union Residential District, find the woodshed just south of Szilard House Inn and climb the ladder in the chain-link enclosure behind the shed. Walk across the boards to the rooftop of the house next door. The Mysterious Weapon Replica is on the front corner of the roof.

MYSTERIOUS MACHINE

Available in Chapter 3

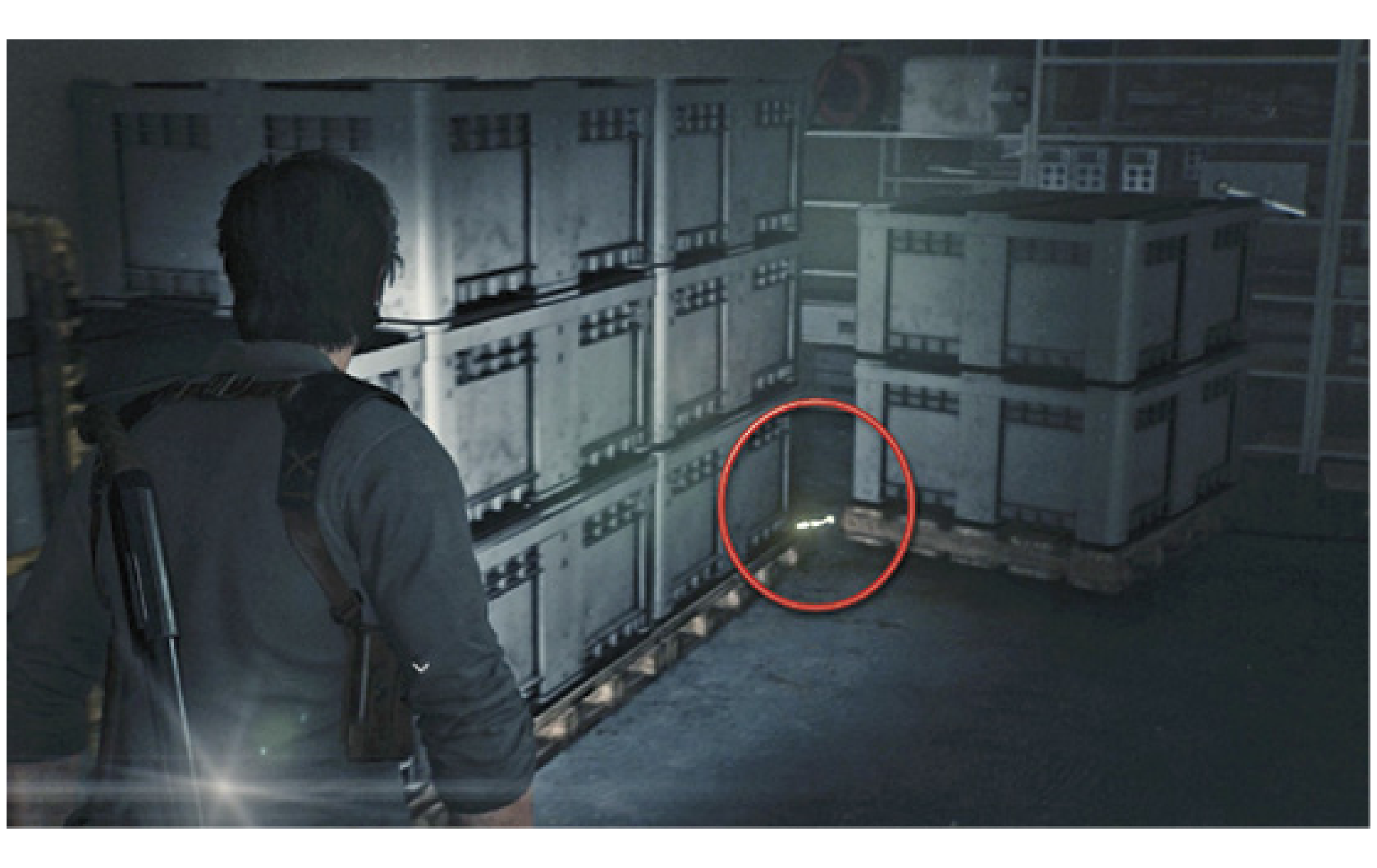




In the enclosure outside the Tredwell Trucking warehouse, find the Mysterious Machine in the back of a delivery truck—it's the truck parked in overgrown grass and backed up very close to the yard's east perimeter fence. You have to roll up the truck's rear door to get inside. The item sits behind a crate.

MYSTERIOUS BOBBLEHEAD

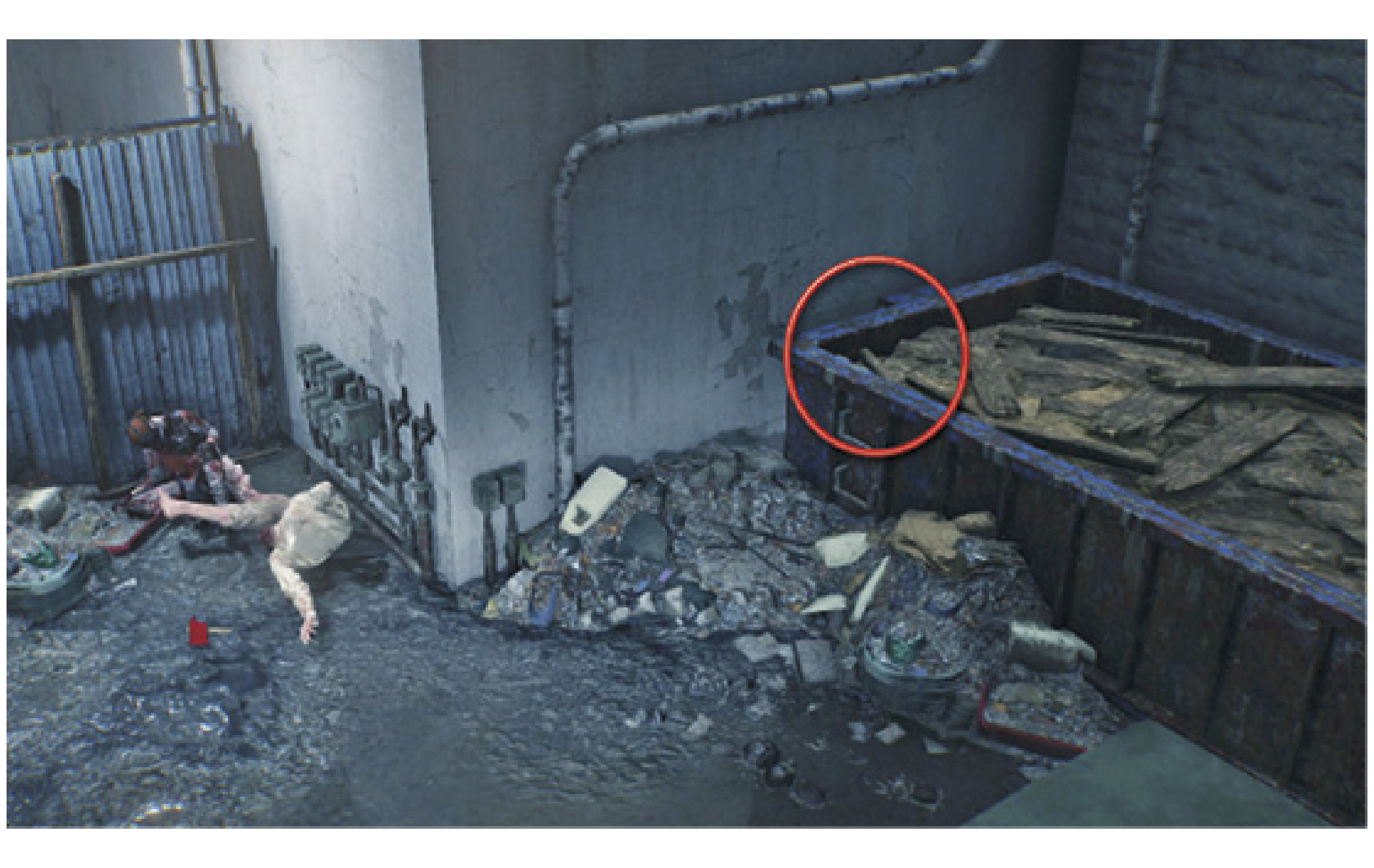
Available in Chapter 6



After you get past the Watcher the first time (in The Marrow: Facilities storage room), it reappears and grabs you as you try to leave a second storage room. When you escape the Watcher's grasp and it disappears, go back into that room and veer rightward to find the Mysterious Bobblehead tucked behind a narrow gap in the crates.

MYSTERIOUS ACTION FIGURE

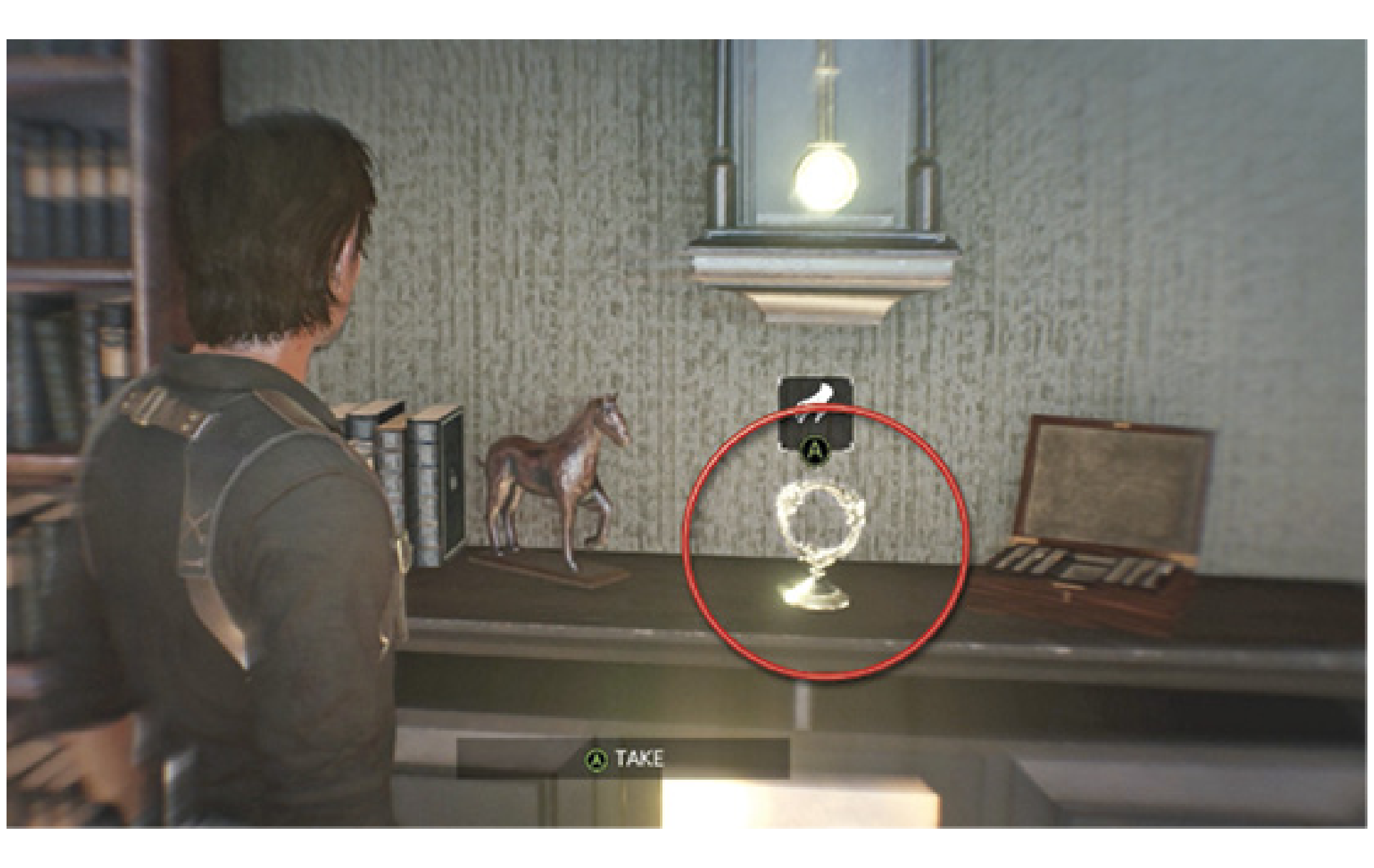
Available in Chapter 7



Down on the south end of the Union Business District, tune into the Residual Memory of a fallen Mobius soldier named Stevens, and then take a Storage Room Key from her corpse. Just around the corner from her sits a big blue waste bin. Find the Mysterious Action Figure tucked into a corner of the bin.

MYSTERIOUS SYMBOL

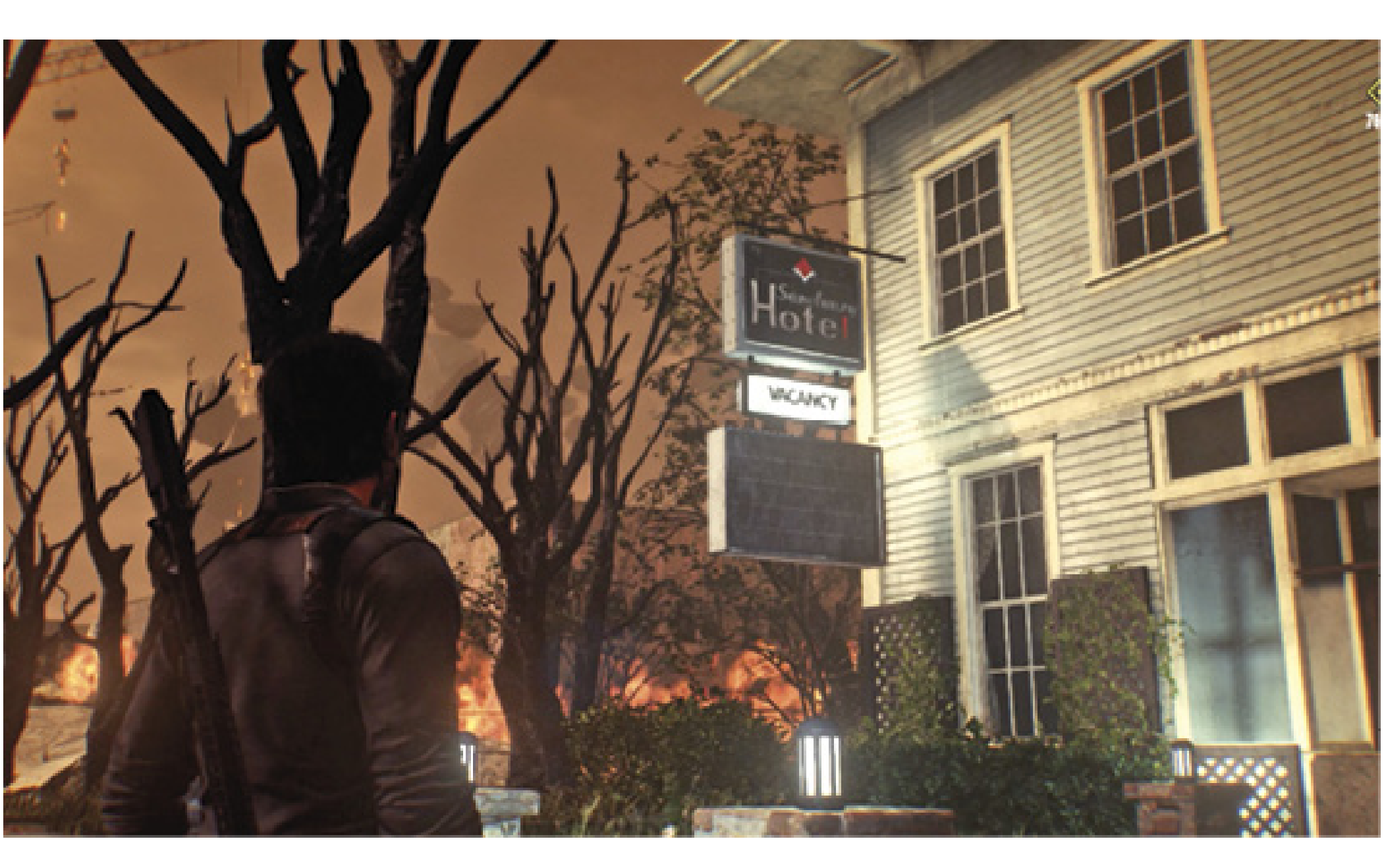
Available in Chapter 12

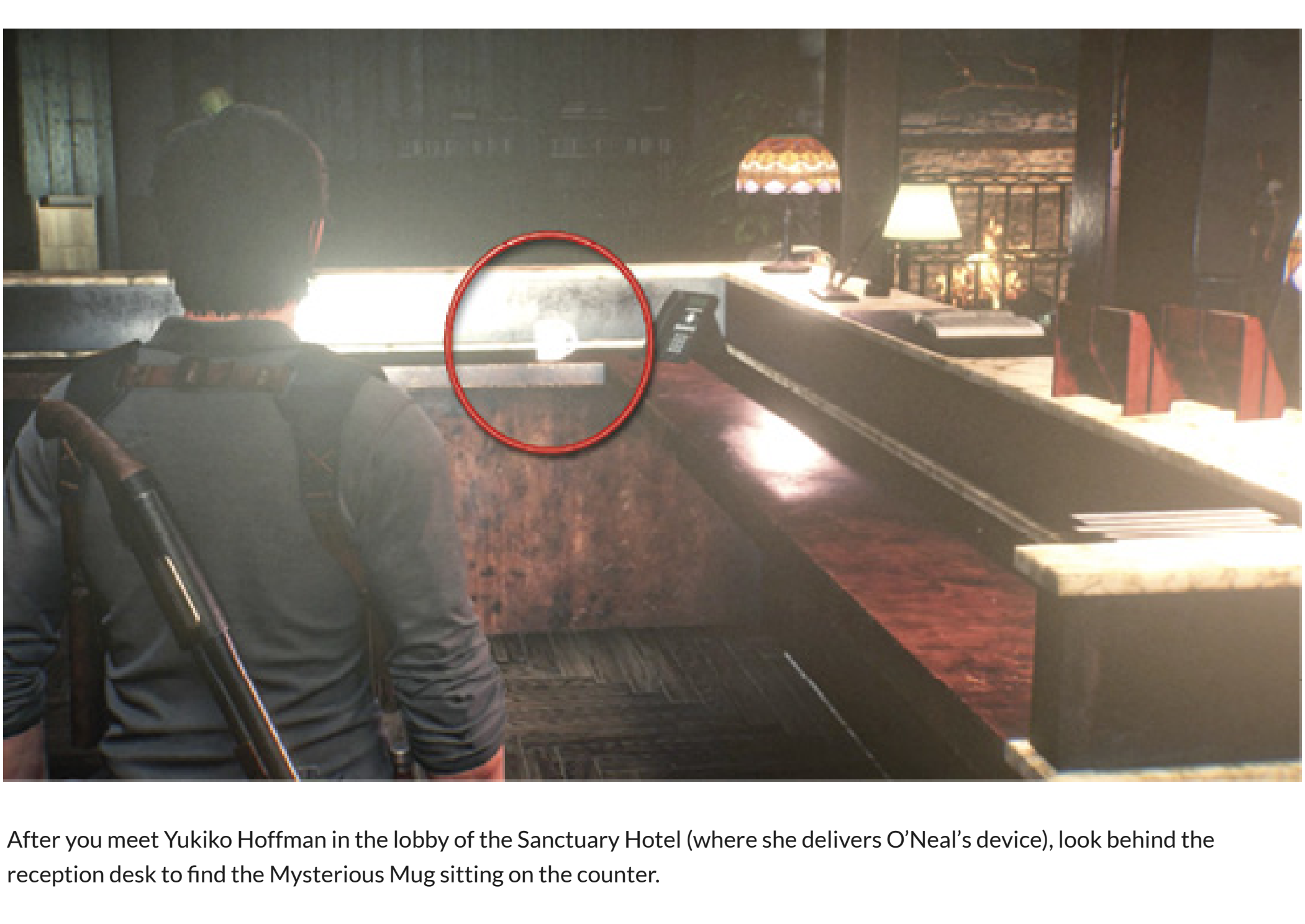


After Sebastian wakes up in his house in this chapter, explore the upstairs office (the room right at the top of the stairs) to find the Mysterious Symbol sitting on the credenza.

MYSTERIOUS MUG

Available in Chapter 13

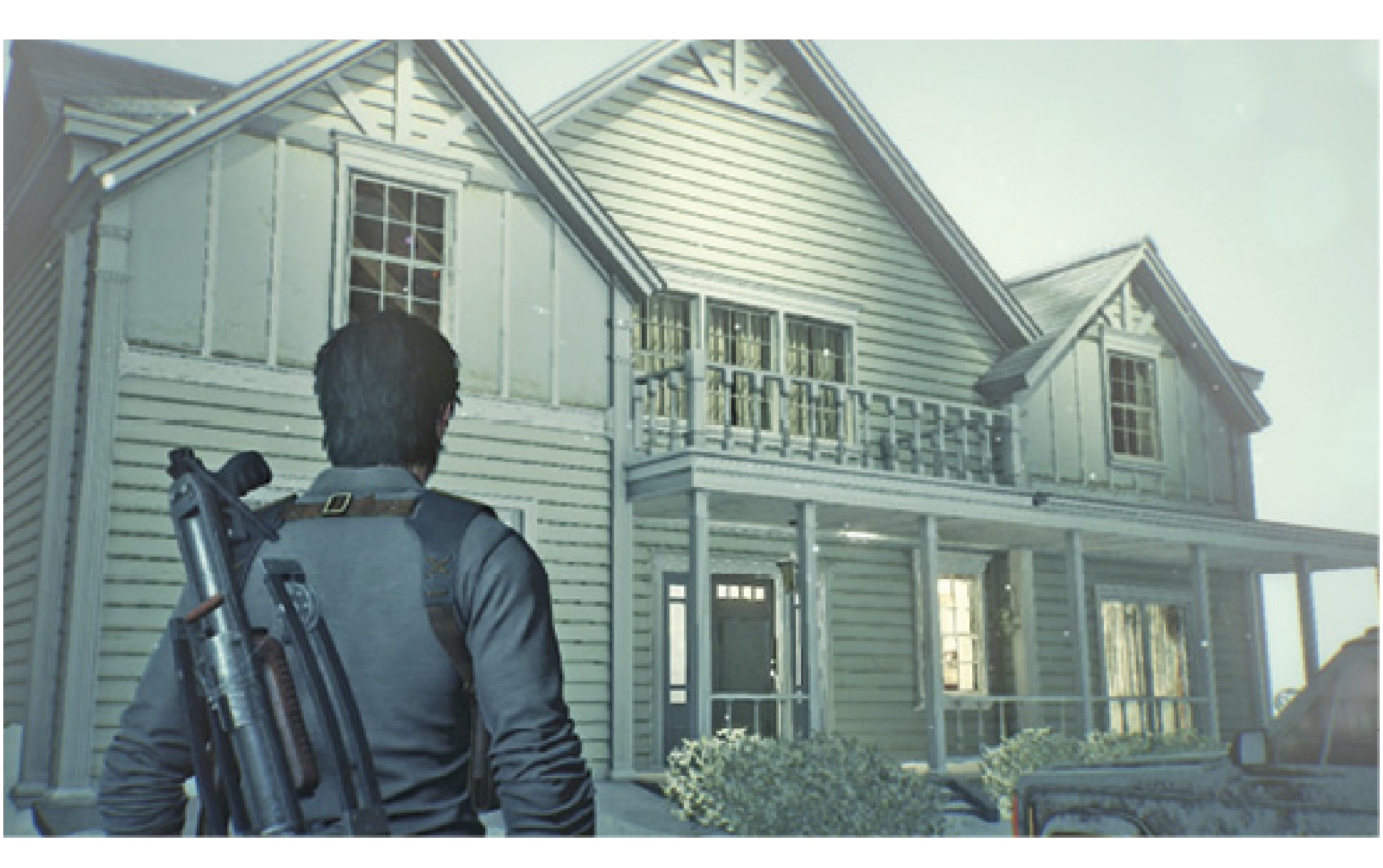


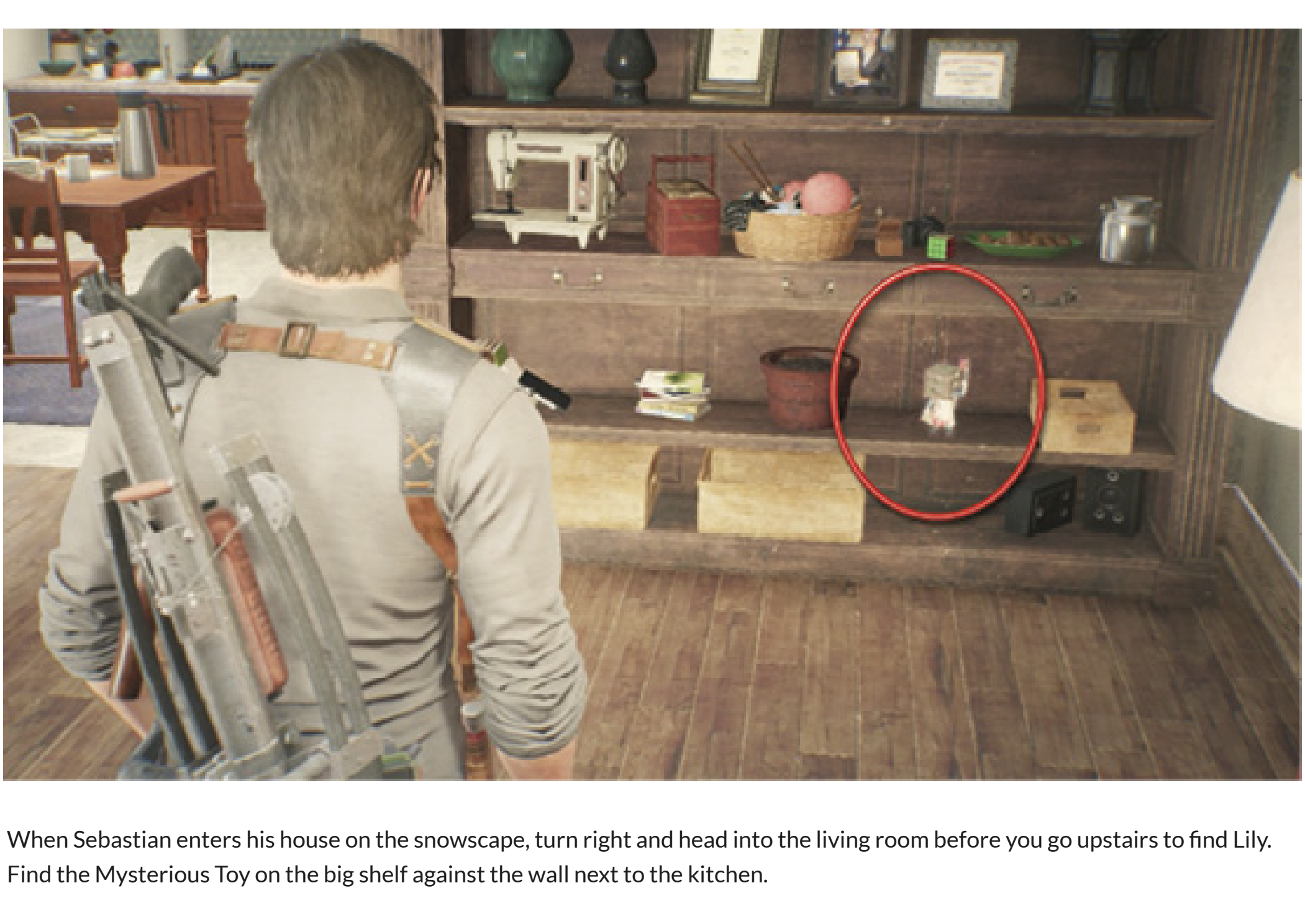


After you meet Yukiko Hoffman in the lobby of the Sanctuary Hotel (where she delivers O'Neal's device), look behind the reception desk to find the Mysterious Mug sitting on the counter.

MYSTERIOUS TOY

Available in Chapter 17





When Sebastian enters his house on the snowscape, turn right and head into the living room before you go upstairs to find Lily. Find the Mysterious Toy on the big shelf against the wall next to the kitchen.

THE EVIL WITHIN 2

Achievements & Trophies

ICON	NAME OF ACHIEVEMENT	ACHIEVEMENT DESCRIPTION	FURTHER NOTES
	Rookie	Completed the game on Casual difficulty or higher.	-
	Survivor	Completed the game on Survival difficulty or higher.	-
	Against All Odds	Completed the game on Nightmare difficulty or higher.	-
	You Asked for It... Again	Completed the game in Classic Mode.	-
	Welcome to Union	Took the plunge back into STEM.	Enter STEM
	Taken	Saw a chilling vision.	See Lily get kidnapped by Stefano
	Not Running This Time	Defeated the Guardian outside City Hall.	-
	The Team Psychologist	Found a potential ally in The Marrow.	Met Yukiko
	Premature Finale	Shut down a bloody performance.	Defeated Stefano
	Another Ally	Survived an ordeal with the help of a new friend.	Met Esmeralda
	Crossing to the Other Side	Provided a Harbinger sweet release.	Defeated Harbinger Liam
	Spiritual Awakening	Came to terms with your past and present.	Talked to Myra at Sebastian's house
	Fire Walk With Me	Made it inside the enemy's stronghold.	Entered Theodore's Stronghold
	Overcome the Past	Your trauma is no more.	Defeated Theodore
	Everything Comes Crumbling Down	Reached the very end of the world.	Entered Limbo (white world at end)
	Unfortunate Consequence	Did what needed to be done to save your daughter.	Defeated the Matriarch
	Backup Ain't Coming	Completed the "Rogue Signal" side mission.	-
	Sykes Out	Completed the "The Last Step" side mission.	-
	Finally Free	Experienced every traumatic encounter and made peace with your inner demons.	Completed all three Anima events and saw the final scene with the second Sebastian.
	You Got Red in You	Used your first Red Gel.	-
	Stick it in My Veins	Completely upgraded all abilities.	-
	Making Things a Little Easier	Used your first High-Grade Weapon Parts.	-
	Now You're Playing with Power	Upgraded a weapon to Level 3.	-
	A Little Extra Kick to it	Upgraded one of your Warden Crossbow bolts to max level.	-
	They Never Even Stood a Chance	Completely upgraded all weapons.	-
	DIY	Crafted something for the first time.	-
	Handyman	Crafted every type of item at least once.	-
	Echoes Within STEM	Observed all Residual Memories.	-
	Doing Some Detecting	Collected 20 files.	-
	Diligent Reader	Collected all files.	You collected all 40 files.
	Half the Stash	Opened 16 lockers.	-
	Locksmith	Opened all lockers.	You opened all 32 lockers.
	Good to See You Again	Acquired the Warden Crossbow.	-
	Chatting With Kidman	Talked to Kidman about all of the photographic slides.	-
	Powerhouse	Acquired all standard weapons.	-
	All in the Family	Collected all of the Mysterious Objects.	-
	Caffeine Addict	Used every Coffee Maker at least once.	-
	Thinning Them Out	Killed 30 enemies.	-
	Clearing a Path	Killed 60 enemies.	-
	Smoke Assassin	Killed 3 enemies using upgraded Smoke Bolts.	-
	Shock Therapy	Stunned an enemy standing in water using a Shock Bolt.	-
	Wait For It...	Killed an enemy using an Ambush.	-
	Kick, Shoot, Burn	Killed 2 or more enemies at once using oil on the ground.	-
	Bootable Offense	Stomped and killed 15 fallen enemies.	-
	I Am the Night	Killed 10 enemies using Sneak Kills.	-
	Sometimes Fighting Isn't the Answer	Avoided unnecessary bloodshed outside City Hall. (Ch. 5)	Go in the back door of City Hall without killing the Guardian
	Death from Above	Killed 2 or more enemies at once using a hanging lamp. (Ch. 9)	-
	No More Playing with Fire	Stopped a true believer from playing with his favorite toy. (Ch. 11)	Break the tank on O'Neal's back so he can't use his flamethrower
	Melancholy Memories	Reminisced about every moment from your past. (Ch. 12)	Looked at all the objects in Sebastian's house to have him talk about them
	I'll Take You Down Myself	Brought your own equipment to the barbecue this time. (Ch. 14)	Use the flamethrower weapon to defeat Laura
	That Cinematic Feel...	Opted for a cinematic experience.	Start a new game with the Letterbox option enabled, or enable it from the pause options menu and return to the game
	Learn to Survive (PS4 only)	Survived the nightmare, and everything in between.	Platinum Trophy

The Shooting Range

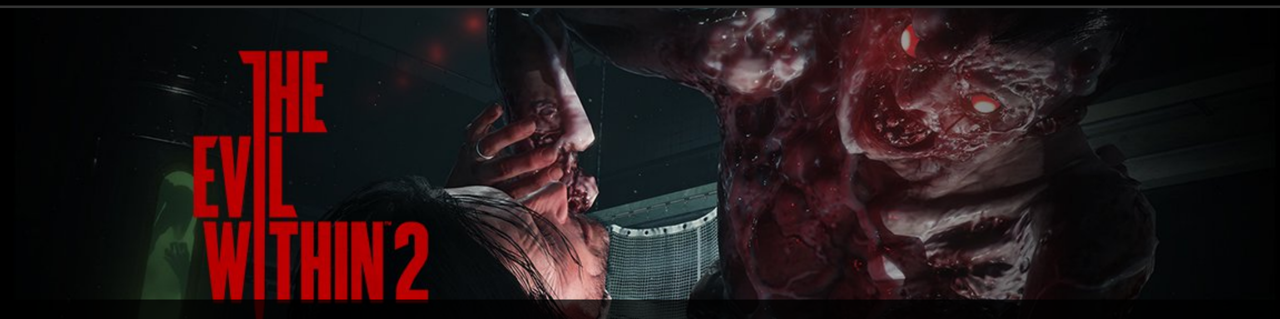
Up to Nightmare Difficulty Rewards

ITEM	MODE	SCORE	REWARD	AMOUNT
	Gallery Easy	800	Weapon Parts	50
	Gallery Easy	1800	Green Gel	1500
	Gallery Normal	1200	Green Gel	1000
	Gallery Normal	2500	Weapon Parts	100
	Gallery Hard	1000	Weapon Parts	75
	Gallery Hard	2300	Herbs	8
	Gallery Hard	3500	Green Gel	3500
	Gallery Very Hard	1000	Green Gel	2000
	Gallery Very Hard	2500	Locker Key*	1
	Gallery Very Hard	4000	Green Gel	10000
	Chain Attack	40000	Green Gel	2000
	Chain Attack	50000	Herbs	4
	Chain Attack	60000	Weapon Parts	150
	Chain Attack	70000	Locker Key*	1
	Chain Attack	80000	Green Gel	5000
	Chain Attack	100000	Weapon Parts	300

Classic Difficulty Rewards

ITEM	MODE	SCORE	REWARD	AMOUNT
	Gallery Easy	800	Gunpowder	5
	Gallery Easy	1800	Gunpowder	15
	Gallery Normal	1200	Herbs	4
	Gallery Normal	2500	Herbs	12
	Gallery Hard	1000	Gunpowder	5
	Gallery Hard	2300	Gunpowder	15
	Gallery Hard	3500	Locker Key*	1
	Gallery Very Hard	1000	Herbs	4
	Gallery Very Hard	2500	Herbs	12
	Gallery Very Hard	4000	Herbs	20
	Chain Attack	40000	Gunpowder	4
	Chain Attack	50000	Herbs	4
	Chain Attack	60000	Gunpowder	20
	Chain Attack	70000	Locker Key*	1
	Chain Attack	80000	Herbs	40
	Chain Attack	100000	Gunpowder	100

*Each Locker Key is only awarded once before changing to another item.



Developer Interviews

John Johanas (Director)

How long have you been with The Evil Within 2 team? What's your primary job within the team?

I've been working on *The Evil Within 2* since the pre-production phase as the director on the project.

What's your favorite memory/anecdote from the process of developing this game?

Honestly, we started the production very quickly after the completion of the first game's DLC so it has all been a blur. Seeing it all come together towards the end was a good memory of the project. I also enjoyed the process of developing some of the more memorable boss fights near the end of the game.

What was the most challenging aspect of creating your part of The Evil Within 2? What are you most proud of?

Creating the open stages of Union was definitely a challenging part that required multiple iterations which is always a trying affair. Attempting to tie together the open gameplay while keeping you interested in exploring, keeping tensions high, as well as the story elements was difficult. The story has a lot of twists and turns and characters as well, so making everything come together was tough but at the same time is probably the thing I'm most proud of—that in the end all these moving parts were able to come together.

If you were involved in developing both Evil games, how did the creative process for the second game compare to the first?

As with most game development, a lot of stuff changes as we concept, develop, play test, etc. We did that a lot with the first game. This time, while there were challenges and changes like all projects, the core concept of the game being a story of redemption for Sebastian didn't drastically change during development.

How did you get into video games as a career? Is there one game in particular that inspired you?

I got into games as a career completely randomly. I enjoyed games but didn't think that I would be working to make one, let alone direct one. I had an opportunity to join this studio and working hard just led me to this point.

I don't have one game in particular that inspired me, but I've always enjoyed games that have their own unique sense of style and really stand out by providing a real unique experience whether it's by their art style or the atmosphere they are trying to convey. I'm also obviously a fan of Shinji Mikami and survival horror games.

What's your favorite horror/survival game of all time? Favorite horror movie?

I have a particular fondness for the *Silent Hill* series. I remember the first one frightening me more than anything had at that time and I was very impressed by the atmosphere and the seriousness in which the second installation provided.

I also really liked *Dead Space 2*, more than the first actually.

Looking at it, it seems like I am a big fan of survival horror sequels. Sequels can be hard to do, but I have confidence in the team and what we're making will be an awesome sequel that stands out with those others I mentioned.

As for movies, I am a big fan of *Jacob's Ladder*.

What game(s) are you currently playing?

I've spent so much time making *The Evil Within 2* that I rarely have time to play games, but a game I just finished playing and was really impressed with was *Prey* from Arkane Studios. I just love exploring the space station and trying to piece together the story and mystery of what happened.

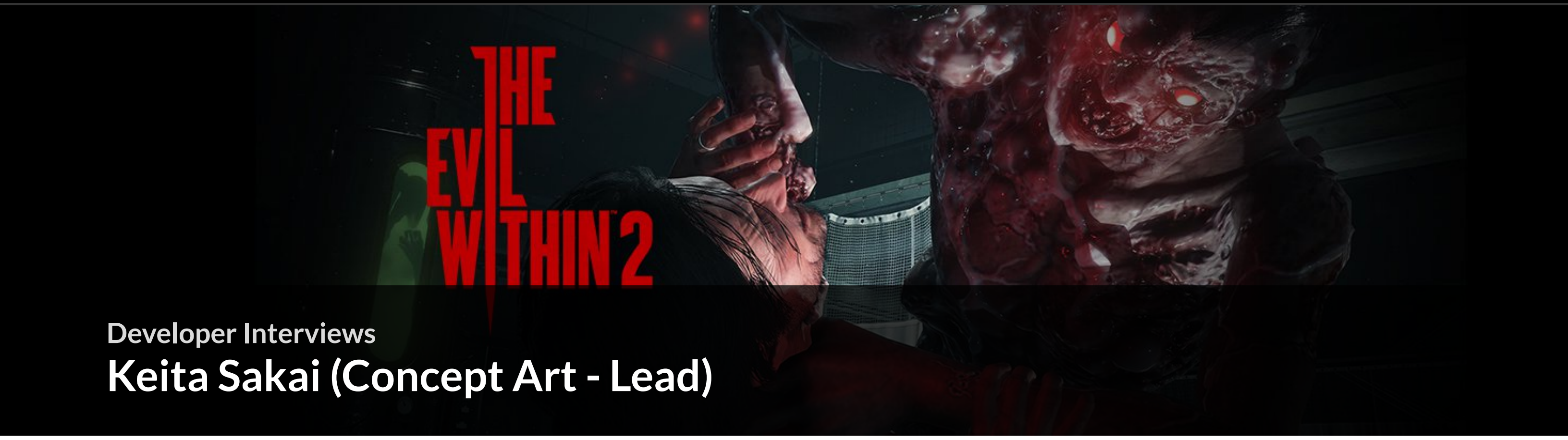
Where did the inspiration and premise of The Evil Within series come from?

I believe the original premise for the series was a sort of *Resident Evil* meets *Inception*. Obviously the mind is a critical part of how people perceive fear so if we had no limitations on what the mind could create, what could we do with that? It's sort of an open ended idea but it allows us to create unique scenarios that are frightening without having to worry about too many restrictions.

The game is as much psychologically unsettling as it is outright horrifying. What kinds of elements do you employ to get a scare out of players?

I know a lot of people are moved by jump scares and very physical things that can hurt you (chainsaws and such), but to me the scares I always think are the most effective are the ones that require you to fill in the blanks or question things. For example, when Sebastian is in Union City Hall and trapped in a looping hallway that changes when you aren't looking was a concept I loved, since it defies logic and plays with your assumptions on what could happen.

Another situation I loved is the rather simple section of the game where Theodore pulls you into an endless dark blood pool and the only way to proceed is to follow Lily's voice. You can't see where you are, or grasp the finer details, so it's like feeling your way in the dark. Just imagining what is out there is some of the most frightening parts of the game, and I hope the players will think so too.



Developer Interviews

Keita Sakai (Concept Art - Lead)

How long have you been with The Evil Within 2 team? What's your primary job within the team?

We started development in June of 2015, so a little over 2 years. I was in charge of concept art for the overall world designs, as well as Stefano's artworks.

What's your favorite memory/anecdote from the process of developing this game?

The birth of my child. I feel like this experience helped me with world-building, in the sense that it helped me step into Sebastian's shoes as he fought to win back the family he lost.

What was the most challenging aspect of creating your part of The Evil Within 2? What are you most proud of?

The most challenging aspect was creating art that really felt like it was made by Stefano. I am most proud of successfully bringing out Stefano's artistic style.

If you were involved in developing both Evil games, how did the creative process for the second game compare to the first?

We had two years to work this time, so there were a lot of rapid changes as there always are with game development. However, just like in the last game, the whole development team worked hard and didn't compromise when it came to bringing to life a great game. Working together so well, and quickly, is something I consider one of Tango's greatest strengths.

How did you get into video games as a career? Is there one game in particular that inspired you?

I previously worked for about 11 years as a background artist in the animation industry. The game that lit a fire in me and led to my moving to the games industry was *Resident Evil 4*. The way the game could offer you different things depending on your playstyle, the way the player interactively experienced the game world; that game made me notice these methods of artistic expression that could never be accomplished with standard linear types of media. It completely absorbed me in a way that no other game had done before.

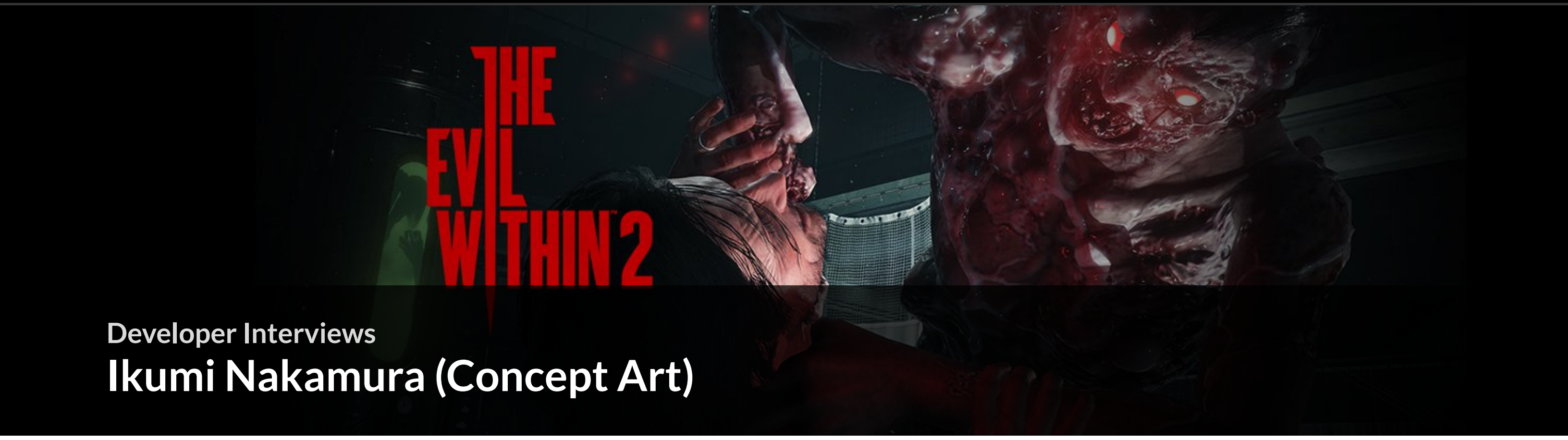
What's your favorite horror/survival game of all time? Favorite horror movie?

Games: *Resident Evil (0, 1, 4), P.T., Fatal Frame*

Movies: *Saw* series, *Cube, The Shining*

What game(s) are you currently playing?

I've been so busy lately that I haven't really had time to play games…



Developer Interviews

Ikumi Nakamura (Concept Art)

How long have you been with The Evil Within 2 team? What's your primary job within the team?

I was mostly in charge of creature design and character design this time— specifically, the Harbinger and Obscura as well as earlier designs of Sebastian.

How did you get into video games as a career? Is there one game in particular that inspired you?

I first decided that I wanted to get into the game industry when I was in the second year of middle school. The game that really got me into the idea was *Resident Evil*, which I played together with my dad. After that, Capcom's *Devil May Cry* also left a strong impression on me, which led to me aiming more seriously to get into the game industry. I went to an art school, graduated, and finally got to work on the games I'd been dreaming of. I was eventually able to work together with Shinji Mikami on his projects, which was fantastic, as *Resident Evil* originally inspired me to aim for the games industry.

What's your favorite horror/survival game of all time? Favorite horror movie?

Games: *Resident Evil* and *Silent Hill*.

My favorite horror movie recently is *The Conjuring*. James Wan as director strikes a good balance between fear and entertainment with his Asian-style horror.

What game(s) are you currently playing?

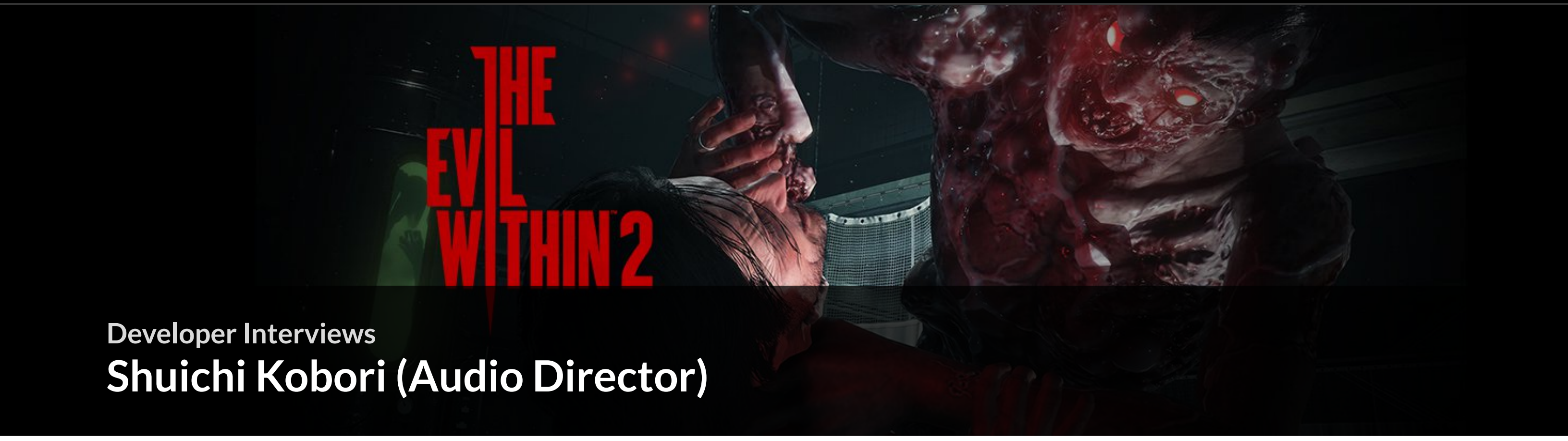
Far Cry series, *Tom Clancy's Rainbow Six® Siege*. I need fighting in my games.

There are a lot of creative and intimidating creature designs in the game. Is there one in particular whose concept or motif leaves a particularly strong impression for you?

The Harbinger is my favorite. This creature was originally concepted for the first game, but never really fit, so we didn't use it. When designing *The Evil Within 2*, we knew that one of the stages this time was all about fire, so we did some more concepts, this time featuring a flamethrower and The Harbinger came to life!

At Tango, there aren't really many orders for specific types of creatures. This means that, in many cases, the concept designer even goes so far as creating the backstories and names of the characters to fit with the world setting. For example, Obscura was my own personal creation that I even gave a name to.

My designs tend to come from my life experiences and other things that have left a deep impression on me in the past. Deaths of loved ones, memories of major surgery, serious failures, unreasonable orders; past traumas, I guess you could say. I think that that fits well with *The Evil Within* world's motif of Sebastian standing up against his past traumas.



Developer Interviews

Shuichi Kobori (Audio Director)

How long have you been with The Evil Within 2 team? What's your primary job within the team?

We started development pretty soon after we finished working on the DLCs for the last game, so I guess a little over 2 years. My primary job is directing and managing anything related to sound and music.

What was the most challenging aspect of creating your part of The Evil Within 2? What are you most proud of?

I would say that the most difficult thing was trying to get everything done to go with the game after it arrived in its final form. For any game development project, most of the strain of audio development is shifted to the latter stages of the project.

If you were involved in developing both Evil games, how did the creative process for the second game compare to the first?

For the audio team in particular, the addition of some new middleware and a skilled audio programmer allowed us to do more with the audio than we could before, to make it more vibrant and effective than we were able to do for the last title.

How did you get into video games as a career? Is there one game in particular that inspired you?

During the PS1 era, I applied for a part-time job creating sound effects for a big-name game company, and I was lucky enough to get accepted. That was what started my career. In fact, one of my part-time coworkers from back then is also on our team right now!

The most influential titles for me are the *Metal Gear Solid* series. (My time spent with these games planted a seed in me that probably had a lot to do with who I am now.)

What is your favorite horror/survival game? You favorite horror film?

Game: *Alan Wake*

Movie: *The Ninth Gate*

What games are you playing right now? (Multiple games if you're playing more than one)

Uncharted 4: A Thief's End and *Gravity Rush*

The environmental audio in The Evil Within 2 is very effective at keeping the player nervous and on their toes. What were some techniques that you used to make players feel uneasy or afraid?

There are a lot of noises in the real world that we just filter out and don't really notice. We intentionally amplified these kinds of noises to make them stand out more. Instead of always hearing the same noises in the same places, every once in a while there will be an unexpected noise. This gives a mixture of times where it feels realistic, and where it feels like there's something "wrong." This puts players unconsciously on guard.

We're also using ambient drone to good effect; sometimes it changes unpredictably, and sometimes it's changed intentionally to change the player's state of mind.

Also, our engine (the STEM Engine) allows for dynamic changes to audio effects, so we can use situations like something being on the other side of a wall or door, the environment changing from a long hallway to a spacious room, things moving around the environment and so on to their greatest effect. This lets us effectively draw the player's attention and caution to enemy movements, events, and other sounds, which is important in a horror game. I think that this engine is able to use this to good effect, even though it was a lot of work for the audio team [laughs].

THE EVIL WITHIN 2

Developer Interviews

Masatoshi Yanagi (Composer)

How long have you been with The Evil Within 2 team? What's your primary job within the team?

It's been about 2 years since I joined the team. I was primarily in charge of composing and implementing the music for the game.

What's your favorite memory/anecdote from the process of developing this game?

The music for this game was recorded in Prague, Czech Republic. Having the music I'd composed being performed by a real European orchestra was so moving that it gave me goose bumps.

What was the most challenging aspect of creating your part of The Evil Within 2? What are you most proud of?

The most challenging aspect that jumps to mind was actually implementing the music in the game, more than composing it.

How should it start, how should one track connect to another, should we stop it here? How can we use it to the greatest effect to give the user the best experience possible? That took a lot of trial and error, and a lot of hard work.

Nobuko Toda from FILM SCORE LLC and Suminobu Hamada from SOUND INN STUDIO INC. both helped out a lot in the production of music for this game. They also both happen to have been my teachers when I was still a student. I felt a lot of pride at having the opportunity to work together with both of them to create a single composition. Having my compositions performed by professional musicians in Prague, going through the mixing process, and then getting it implemented and hearing it in the actual game, feeling life being breathed into my work, was deeply moving.

If you were involved in developing both Evil games, how did the creative process for the second game compare to the first?

I wasn't involved in the first game, but I did work on the DLC. For *The Evil Within 2*, it was decided early on that the story would focus more on Sebastian's personal issues than last time. Since the core theme of the game was decided so early on, it made it easier to flesh out and refine the score, as far as the actual composition goes.

How did you get into video games as a career? Is there one game in particular that inspired you?

I was originally working in a job (train conductor) that had nothing at all to do with games. But I'd always dreamed of working in the game industry, and the desire to give it a try got stronger and stronger until I decided to quit my job and study music composition. After that, Shinji Mikami hired me, and that's how I got into the industry.

As far as the most influential game for me, there are so many that it's hard to pick one; but if I had to pick just one, it would be *ICO*.

What's your favorite horror/survival game of all time? Favorite horror movie?

Game: *Resident Evil* remake

Movie: *Misery*

What game(s) are you currently playing?

Crash Bandicoot N. Sane Trilogy, *Dragon Quest XI*, and *Horizon Zero Dawn*

What was the number one thing you kept in mind when composing BGM for a survival horror title?

Planning things out to bring the player back and forth between states of relative tension and relaxation.

That moment when the tension is released is one of the most enjoyable parts of survival horror, so you need to design things in a way that makes sure to relieve the tension at appropriate moments, rather than just keeping things scary all the time.

There are also times when silence is the most effective way to cause tension, so effective use of silence is also an important thing to keep in mind when designing music.

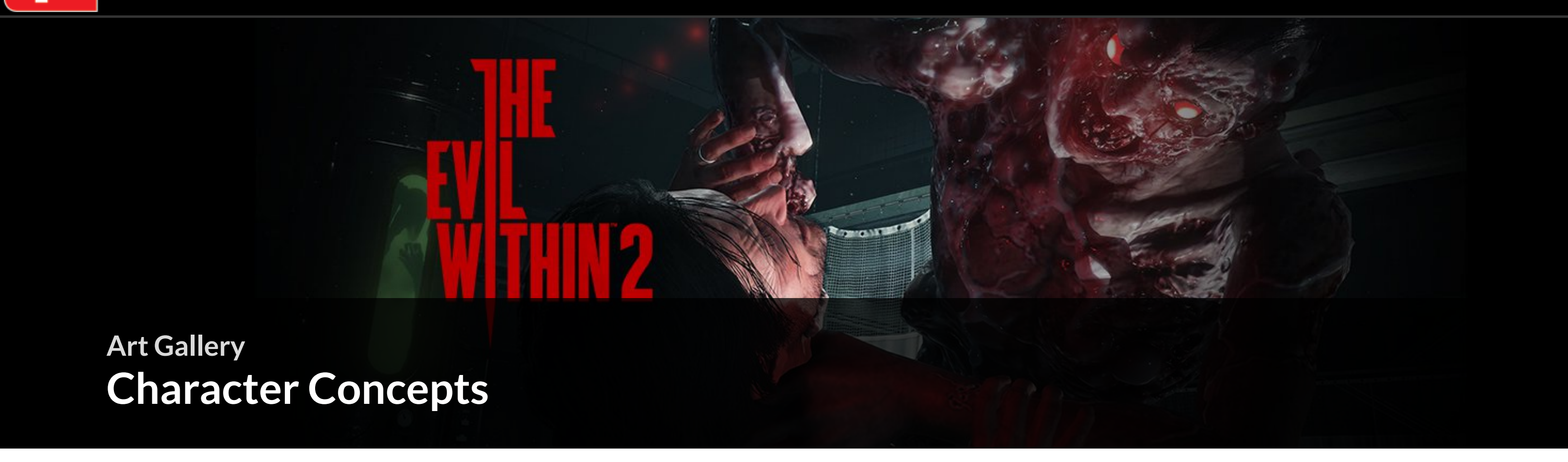
Are there any special techniques you use in your compositions to keep the players feeling tense, nervous, or desperate?

This obviously doesn't apply to every track, but:

One way is to eliminate a steady, predictable rhythm. I especially kept this in mind when making the music for when the player is exploring or actively working toward their objectives. When the stable rhythm suddenly drops away to be replaced by an unsteady rhythm or even something where you can't find the rhythm at all, it makes you unconsciously tense up. This makes it a useful technique for keeping the player feeling tense and nervous.

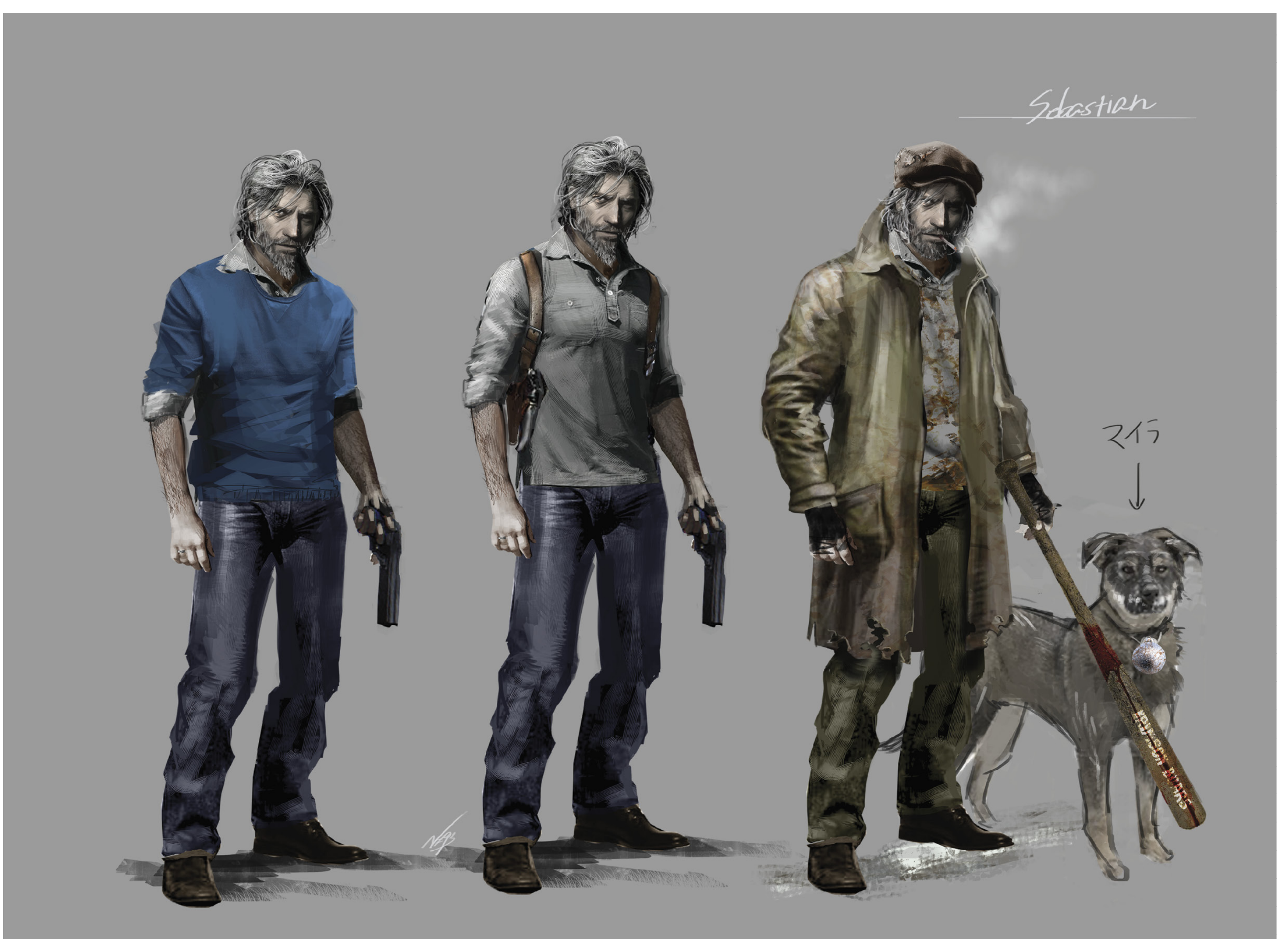
Another technique is putting sounds into the music itself that the player could mistake for sound effects (especially environmental ones). This technique is called musique concrète.

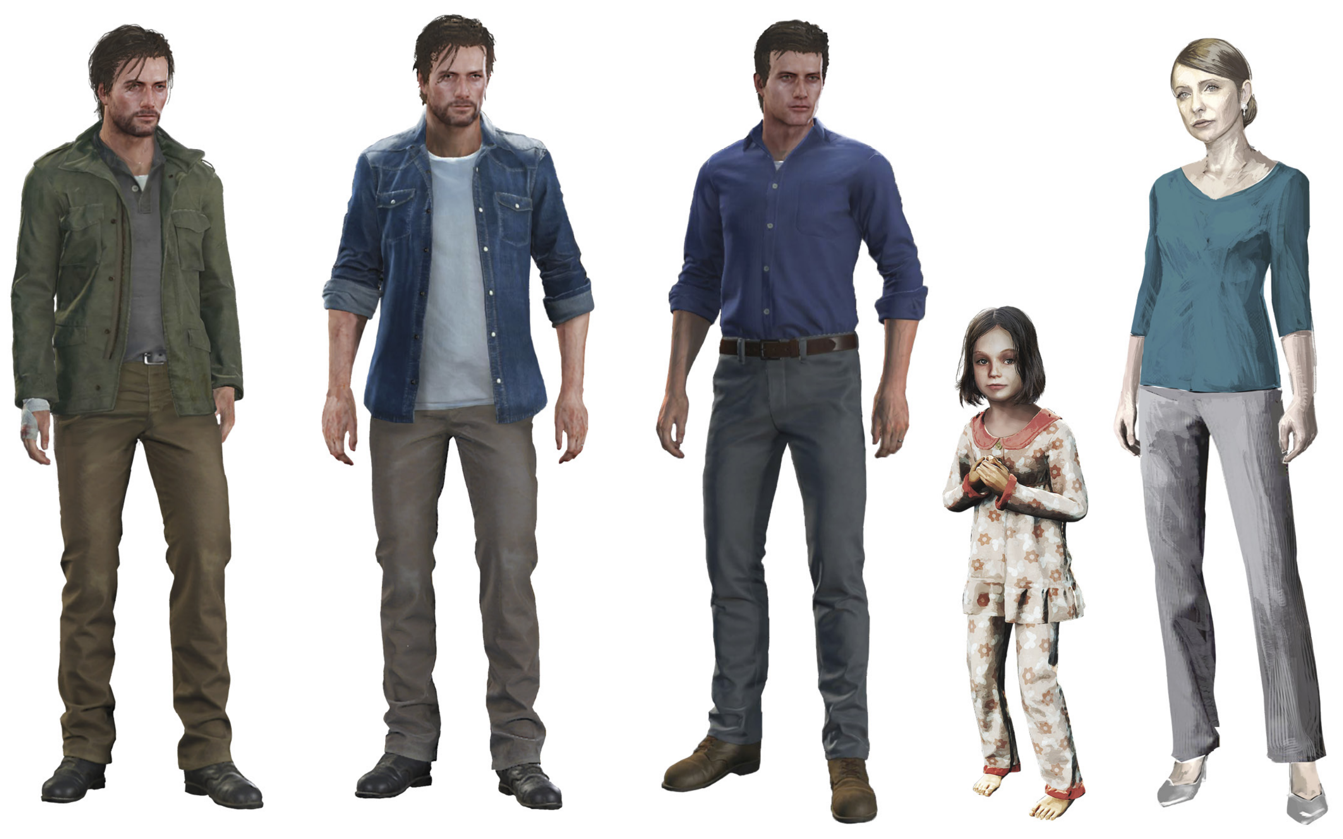
Using certain kinds of music such as drones, we keep something playing that the user's mind won't immediately link to music, but it hangs there in the periphery, unconsciously elevating their tension.

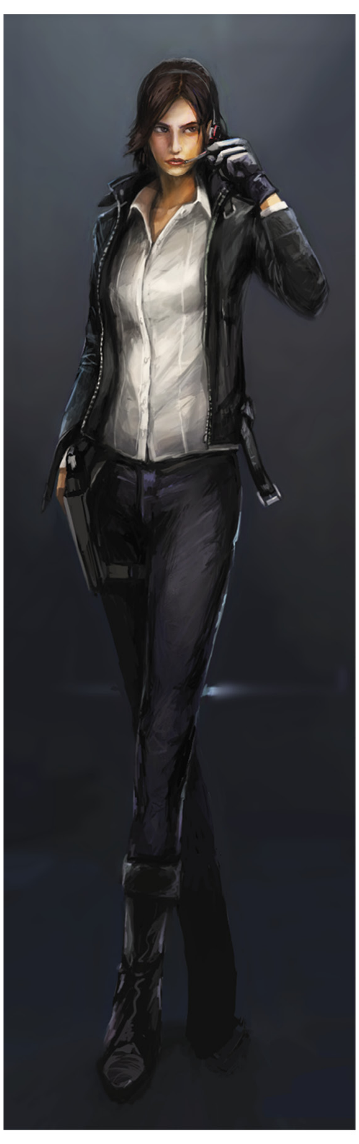


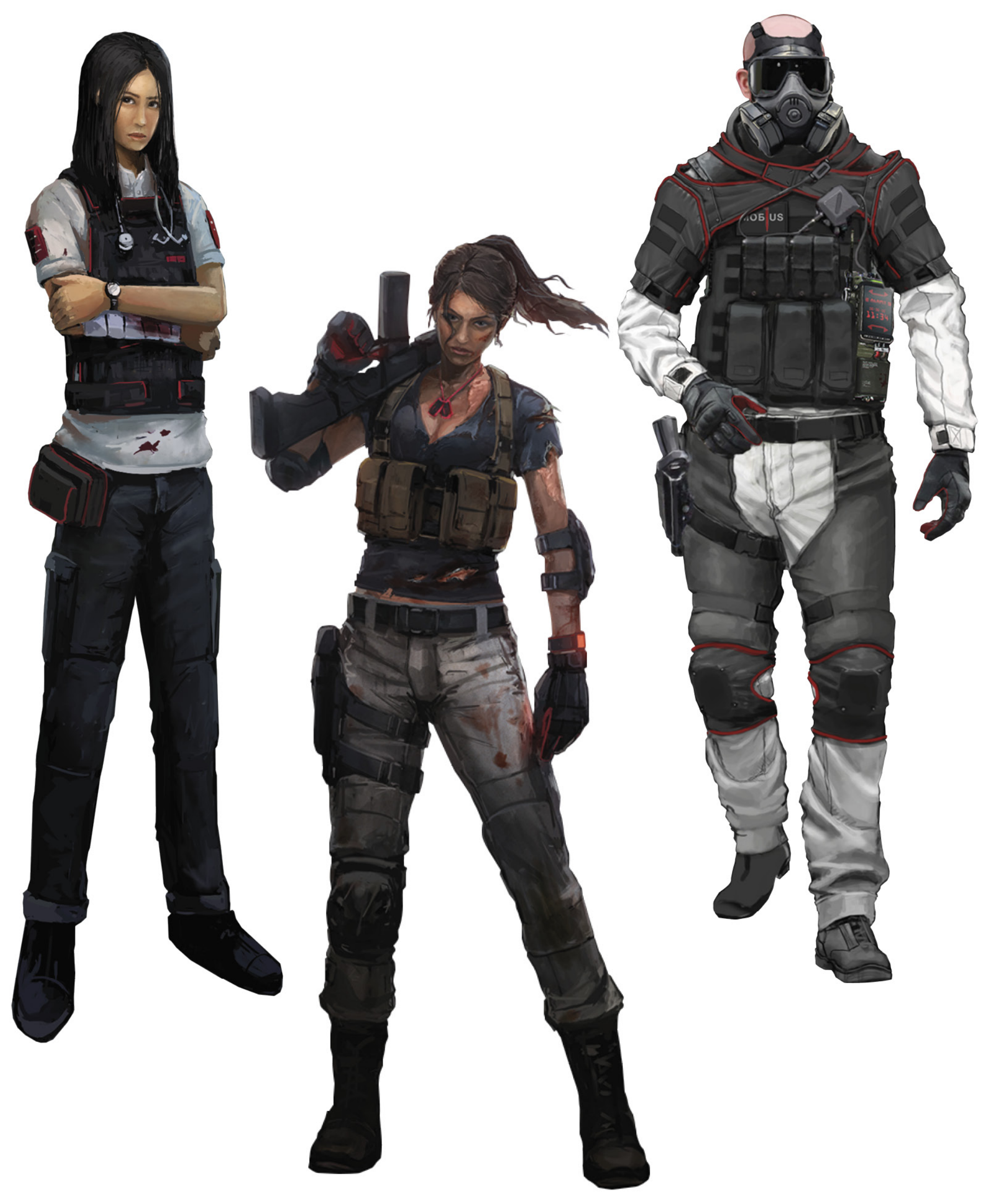
Art Gallery

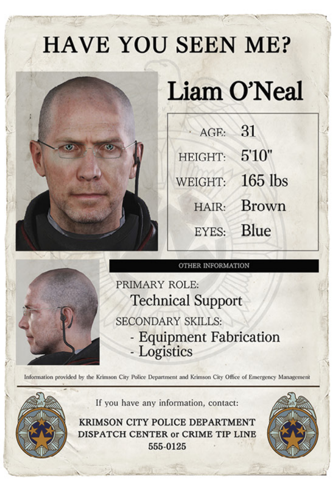
Character Concepts











HAVE YOU SEEN ME?

Liam O'Neal

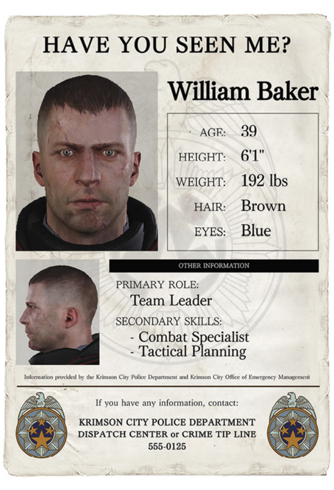
AGE: 31
HEIGHT: 5'10"
WEIGHT: 165 lbs
HAIR: Brown
EYES: Blue

OTHER INFORMATION

PRIMARY ROLE:
Technical Support
SECONDARY SKILLS:
- Equipment Fabrication
- Logistics

Information provided by the Krimson City Police Department and Krimson City Office of Emergency Management

If you have any information, contact:
KRIMSON CITY POLICE DEPARTMENT
DISPATCH CENTER or CRIME TIP LINE
555-0125



HAVE YOU SEEN ME?

William Baker

AGE: 39
HEIGHT: 6'1"
WEIGHT: 192 lbs
HAIR: Brown
EYES: Blue

OTHER INFORMATION

PRIMARY ROLE:
Team Leader
SECONDARY SKILLS:
- Combat Specialist
- Tactical Planning

Information provided by the Krimson City Police Department and Krimson City Office of Emergency Management

If you have any information, contact:
KRIMSON CITY POLICE DEPARTMENT
DISPATCH CENTER or CRIME TIP LINE
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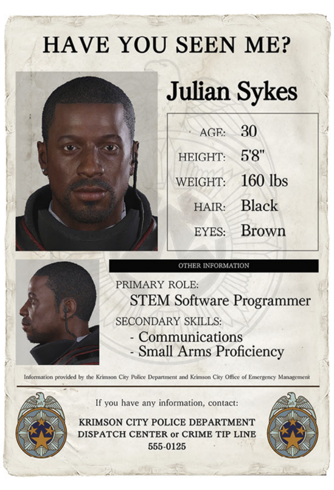

HAVE YOU SEEN ME?

Julian Sykes

AGE: 30
HEIGHT: 5'8"
WEIGHT: 160 lbs
HAIR: Black
EYES: Brown

OTHER INFORMATION

PRIMARY ROLE:
STEM Software Programmer
SECONDARY SKILLS:
- Communications
- Small Arms Proficiency

Information provided by the Krimson City Police Department and Krimson City Office of Emergency Management

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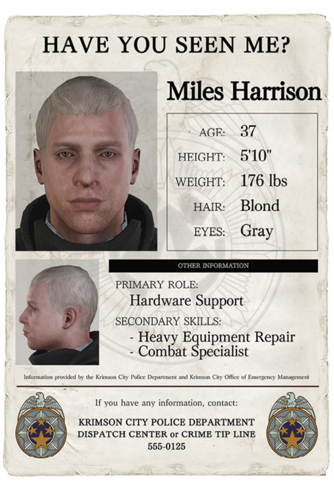


HAVE YOU SEEN ME?

Miles Harrison

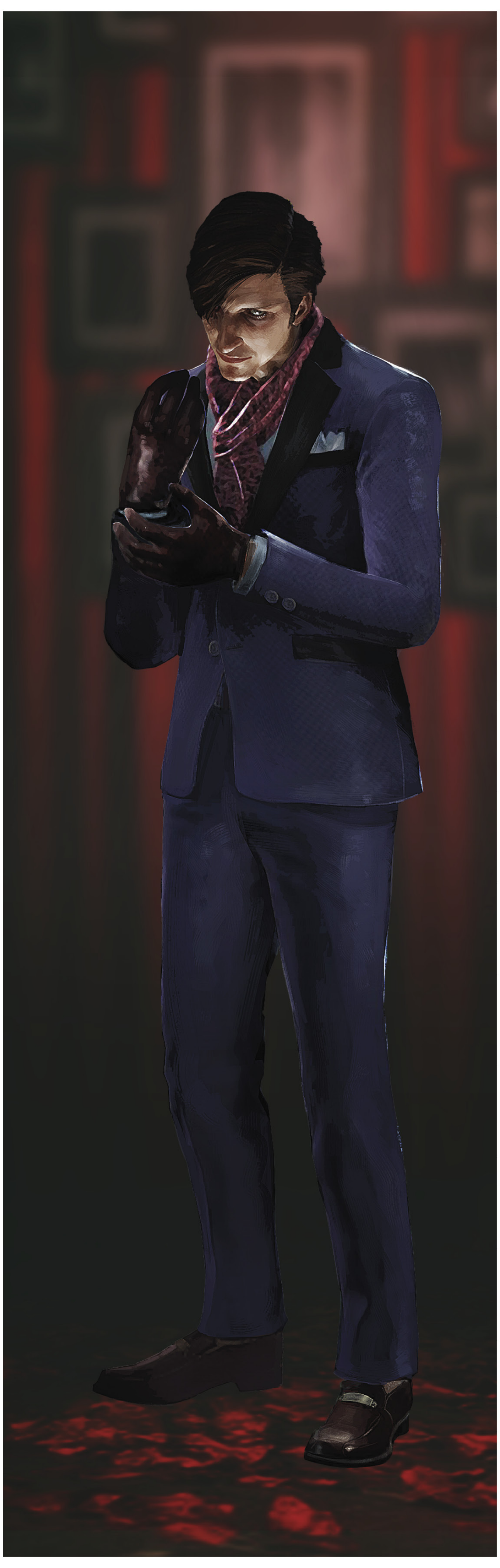
AGE: 37
HEIGHT: 5'10"
WEIGHT: 176 lbs
HAIR: Blond
EYES: Gray

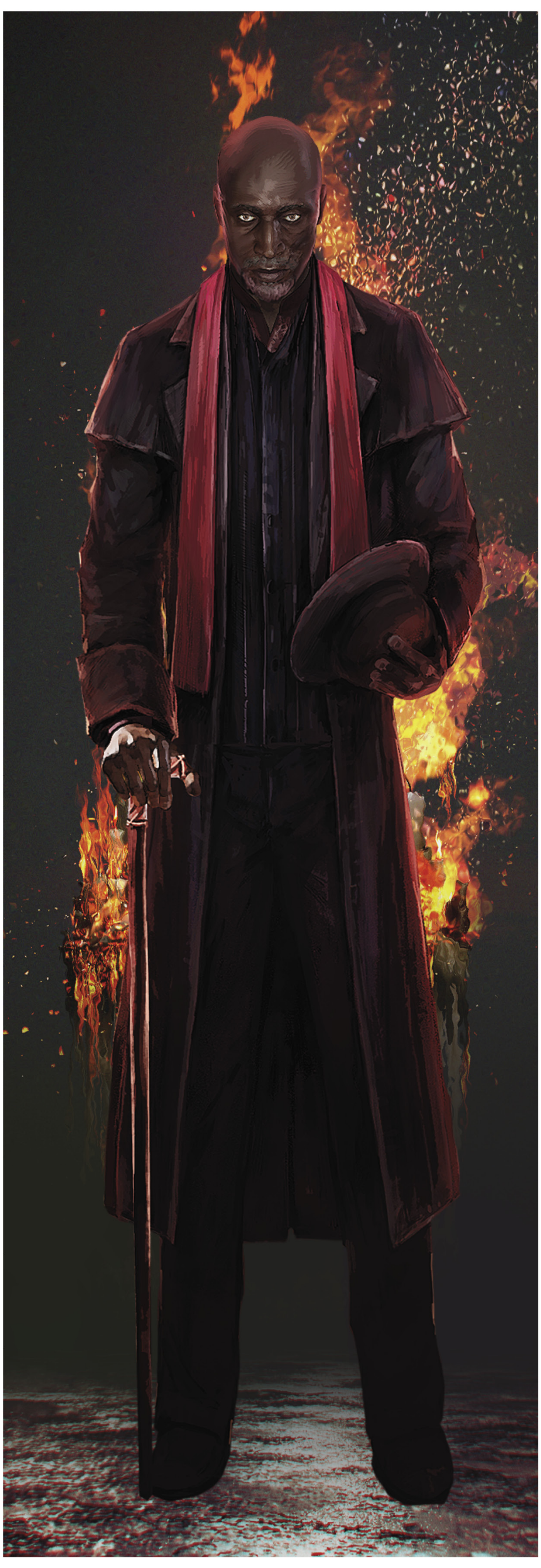
OTHER INFORMATION

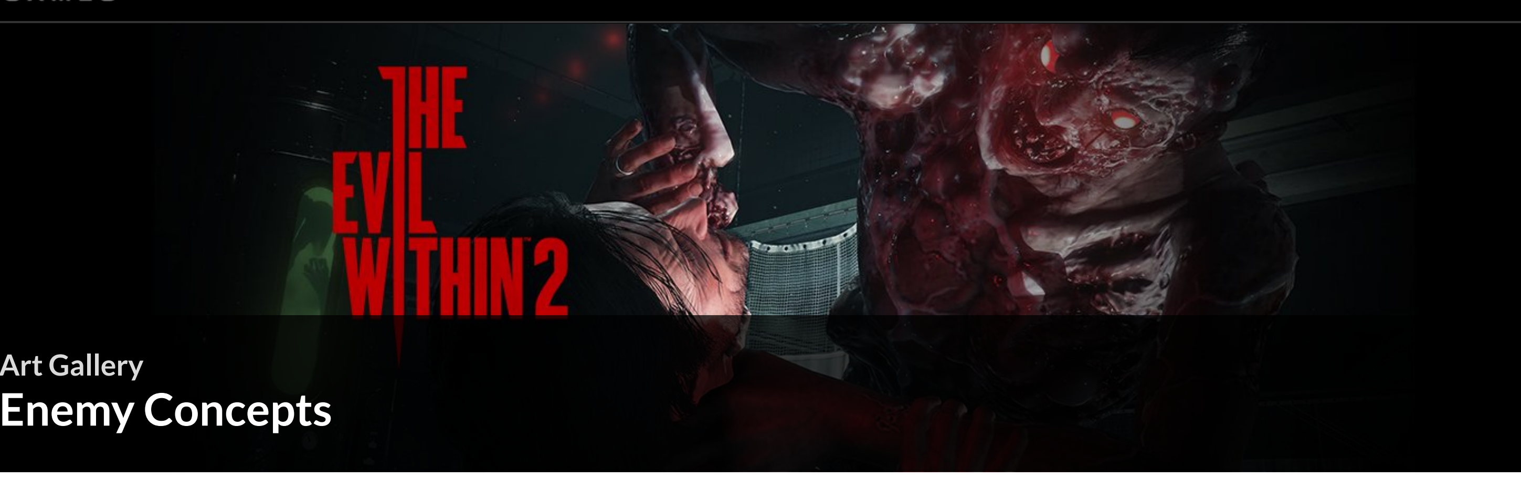
PRIMARY ROLE:
Hardware Support
SECONDARY SKILLS:
- Heavy Equipment Repair
- Combat Specialist

Information provided by the Krimson City Police Department and Krimson City Office of Emergency Management

If you have any information, contact:
KRIMSON CITY POLICE DEPARTMENT
DISPATCH CENTER or CRIME TIP LINE
555-0125

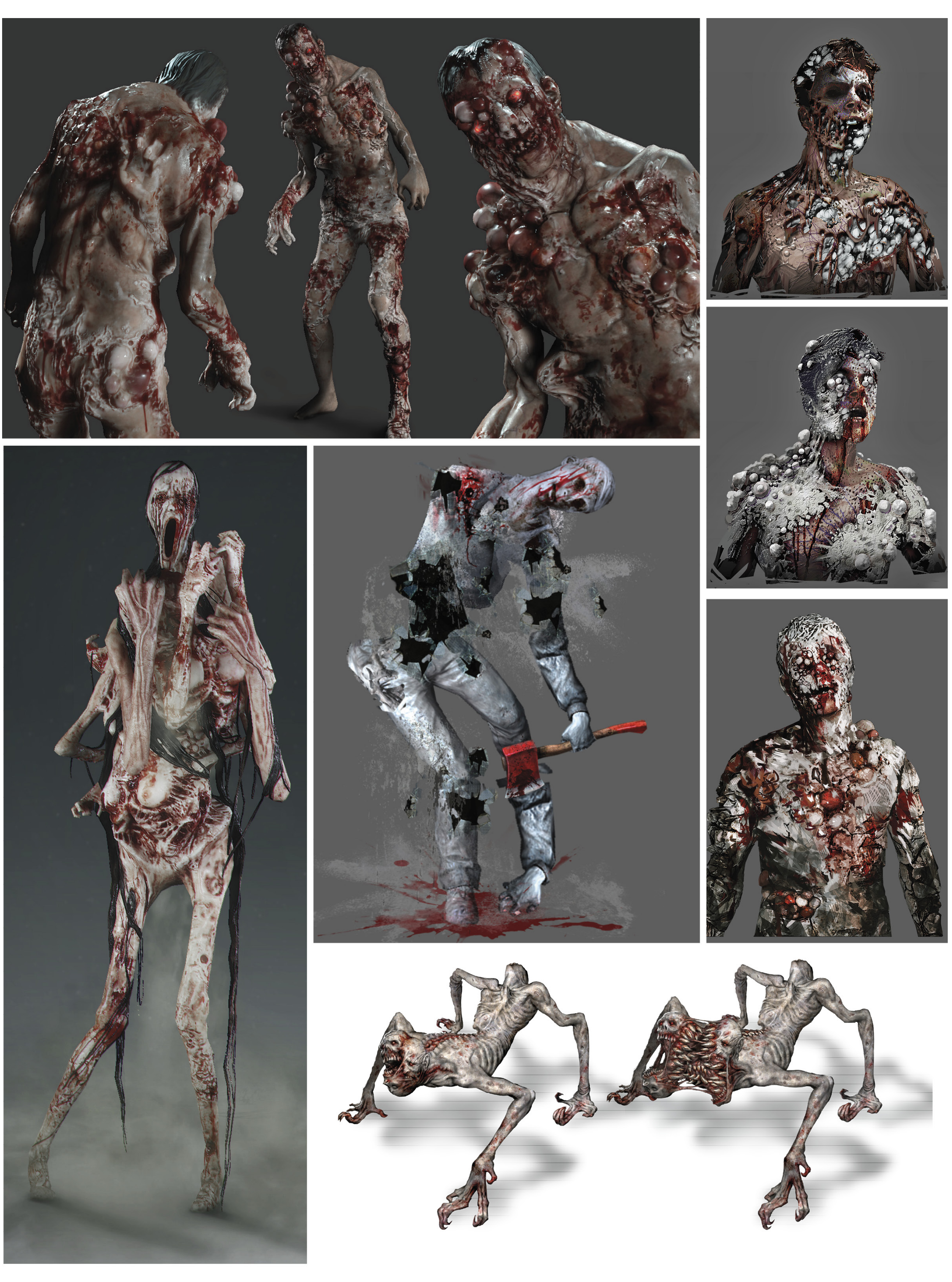


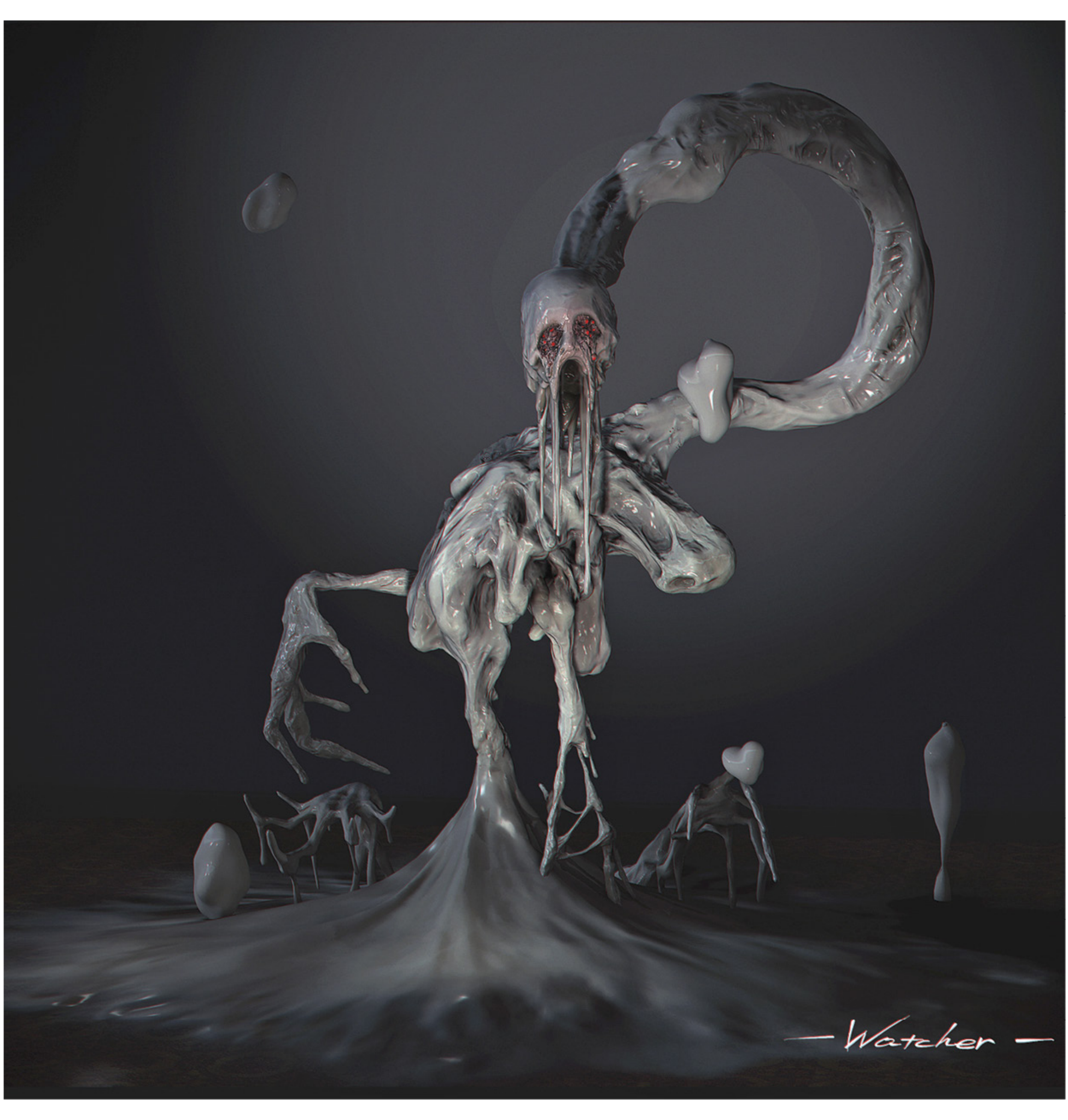


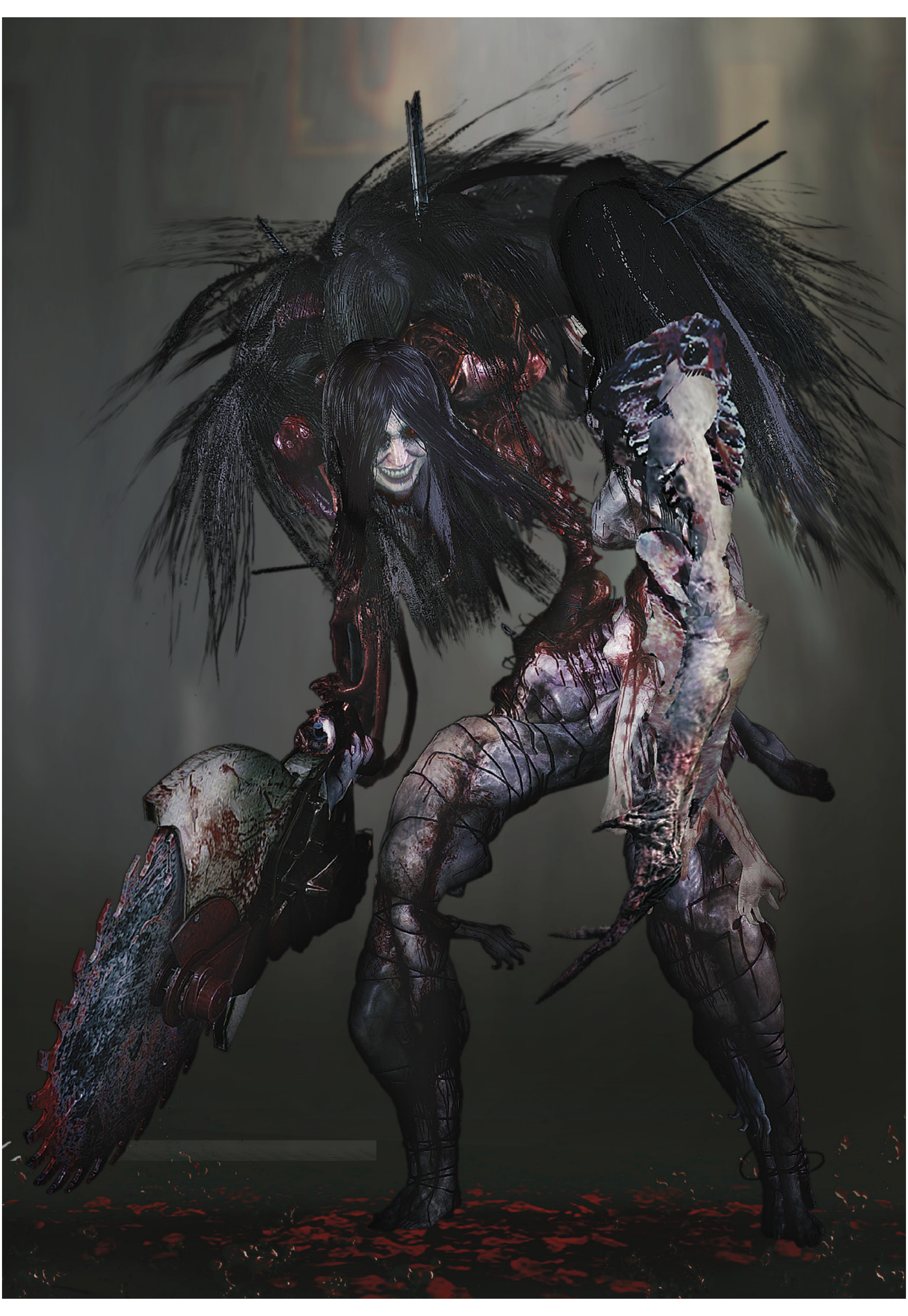

THE EVIL WITHIN 2

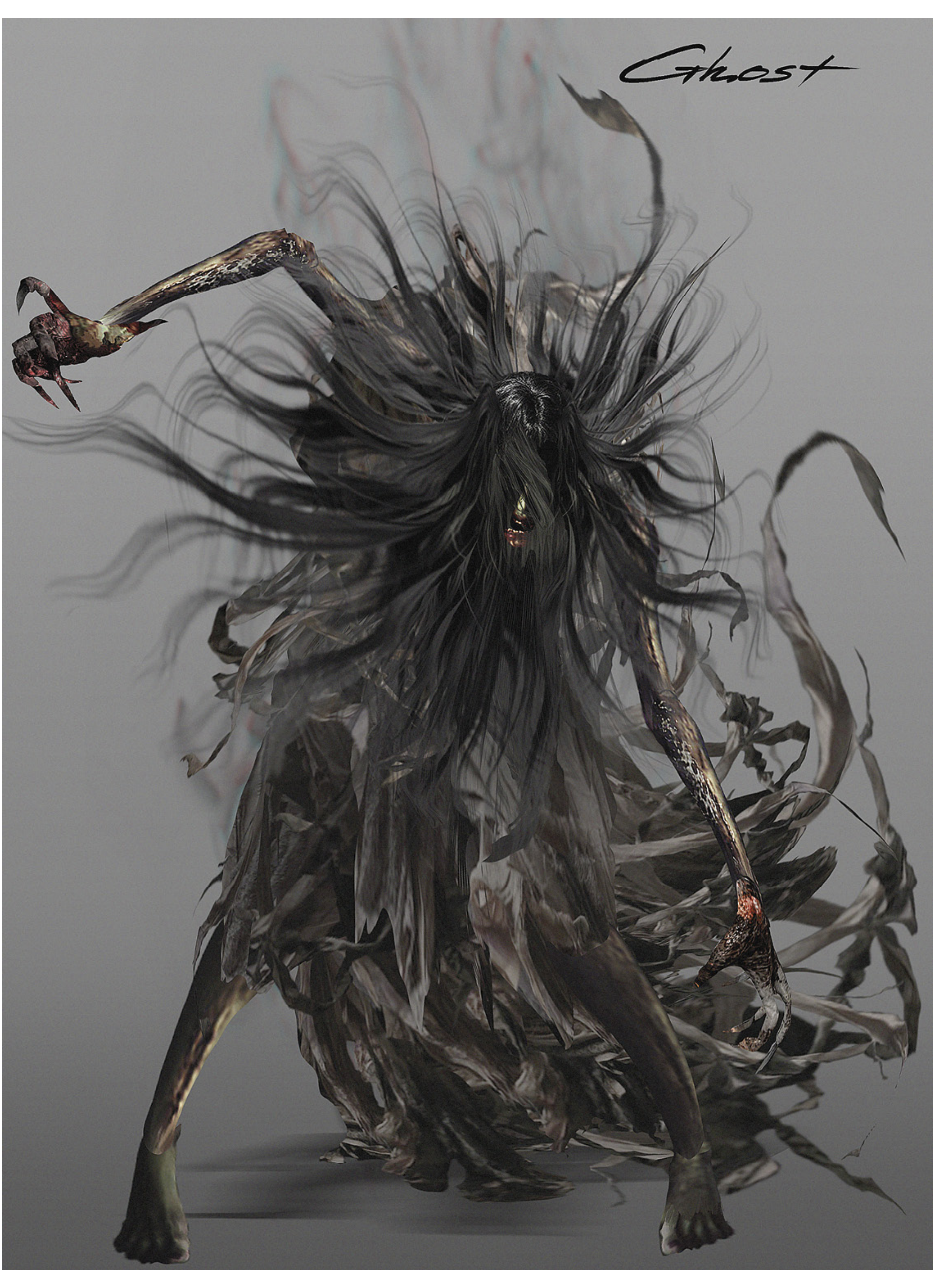
Art Gallery

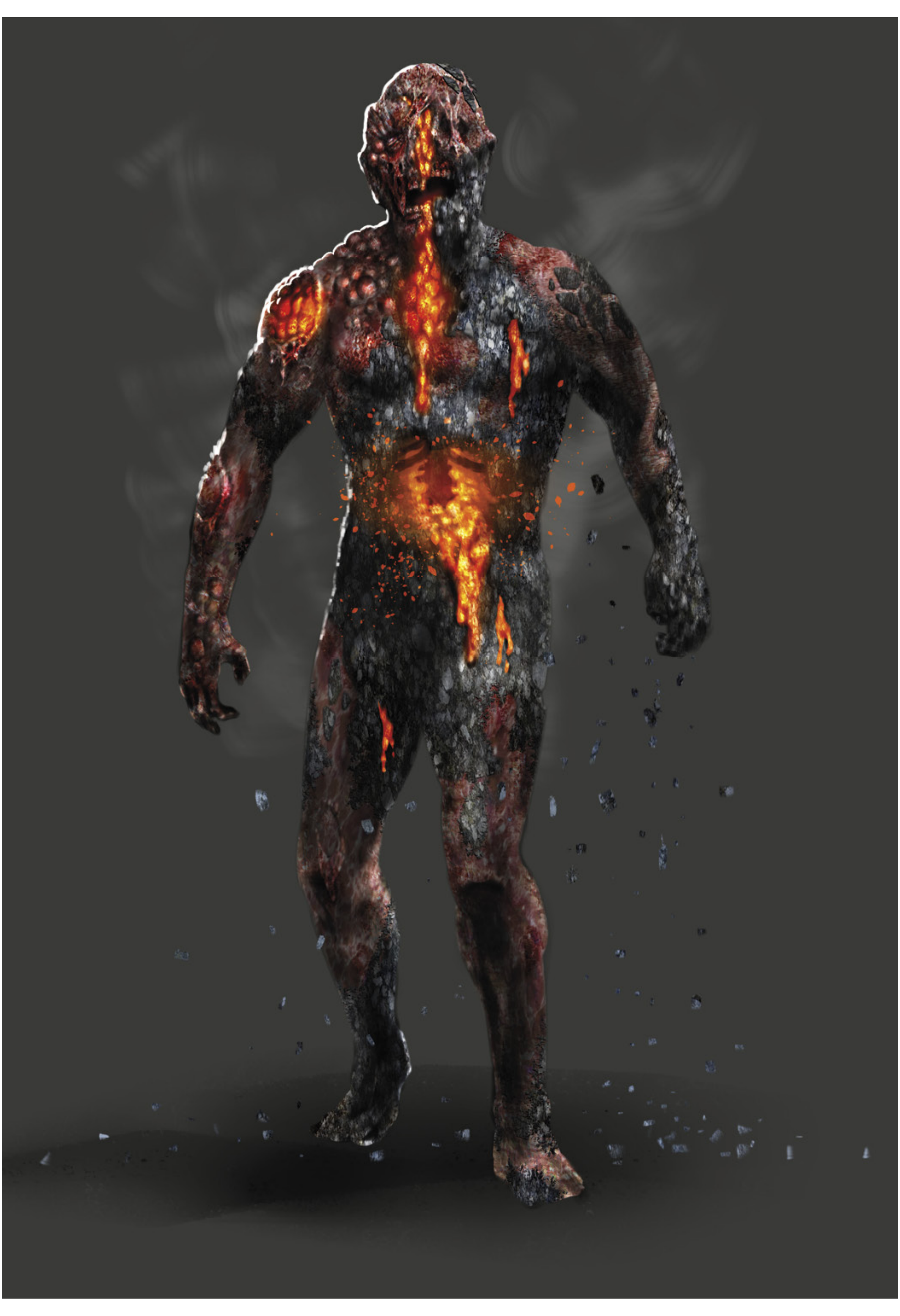
Enemy Concepts

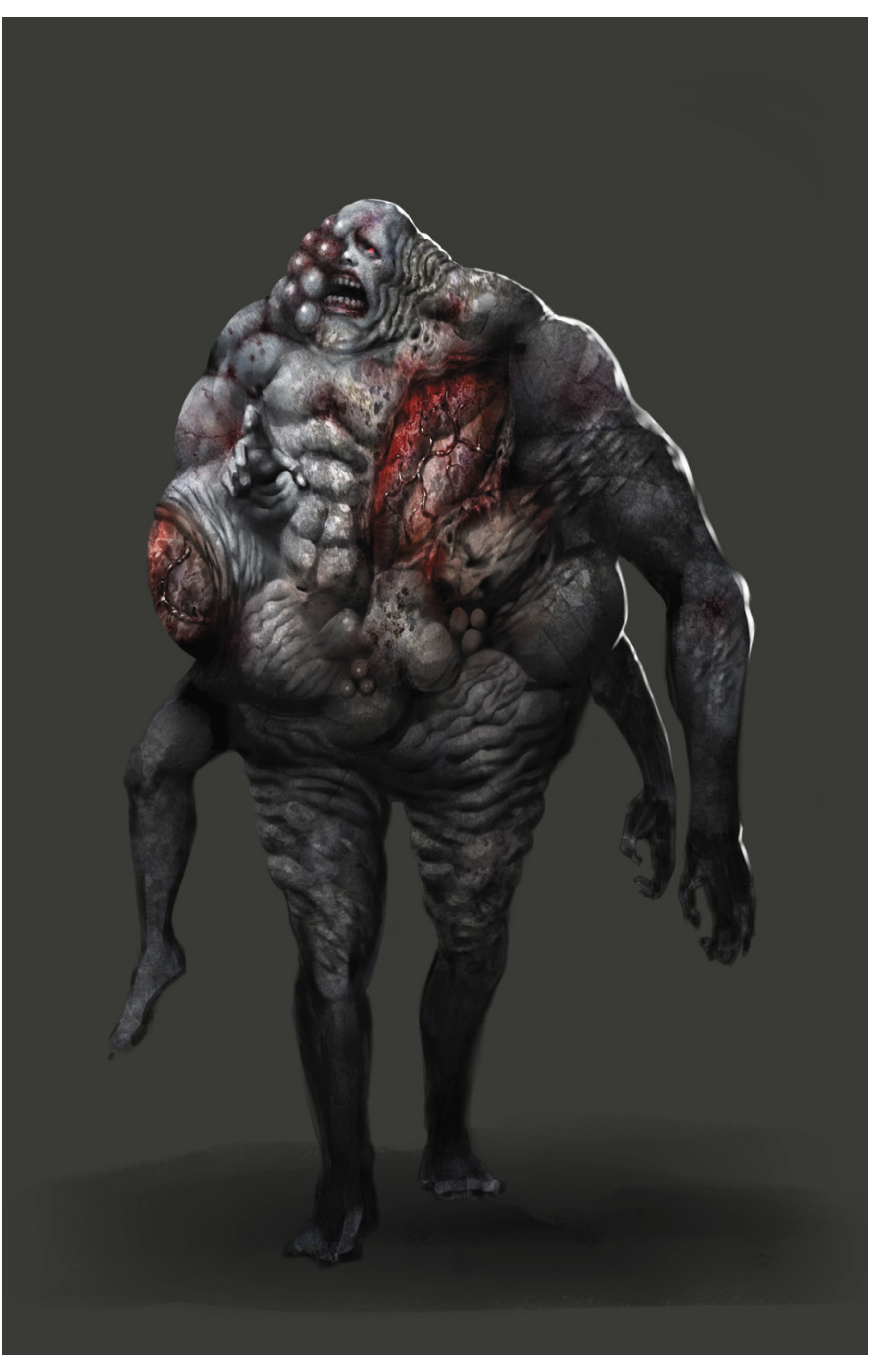


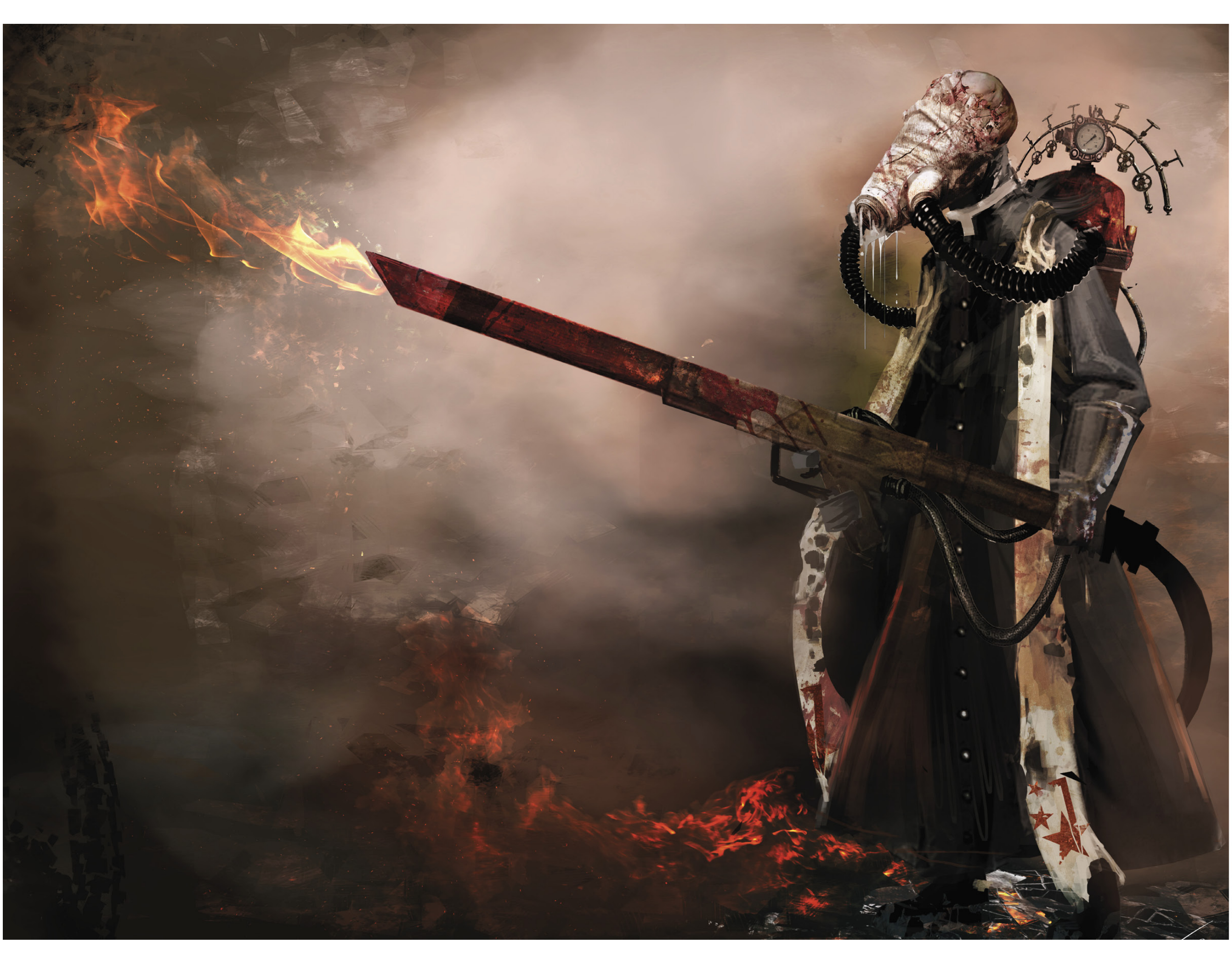


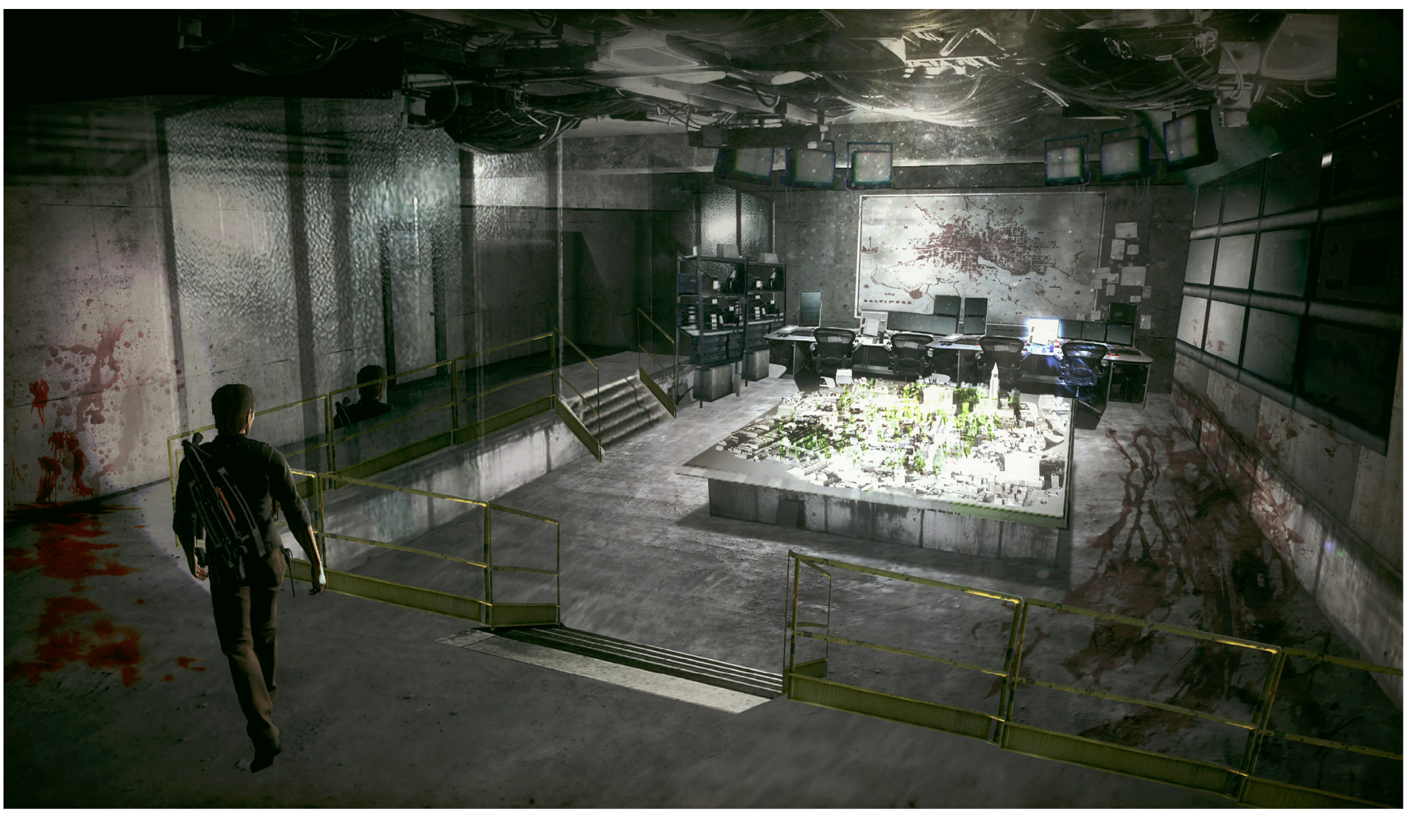


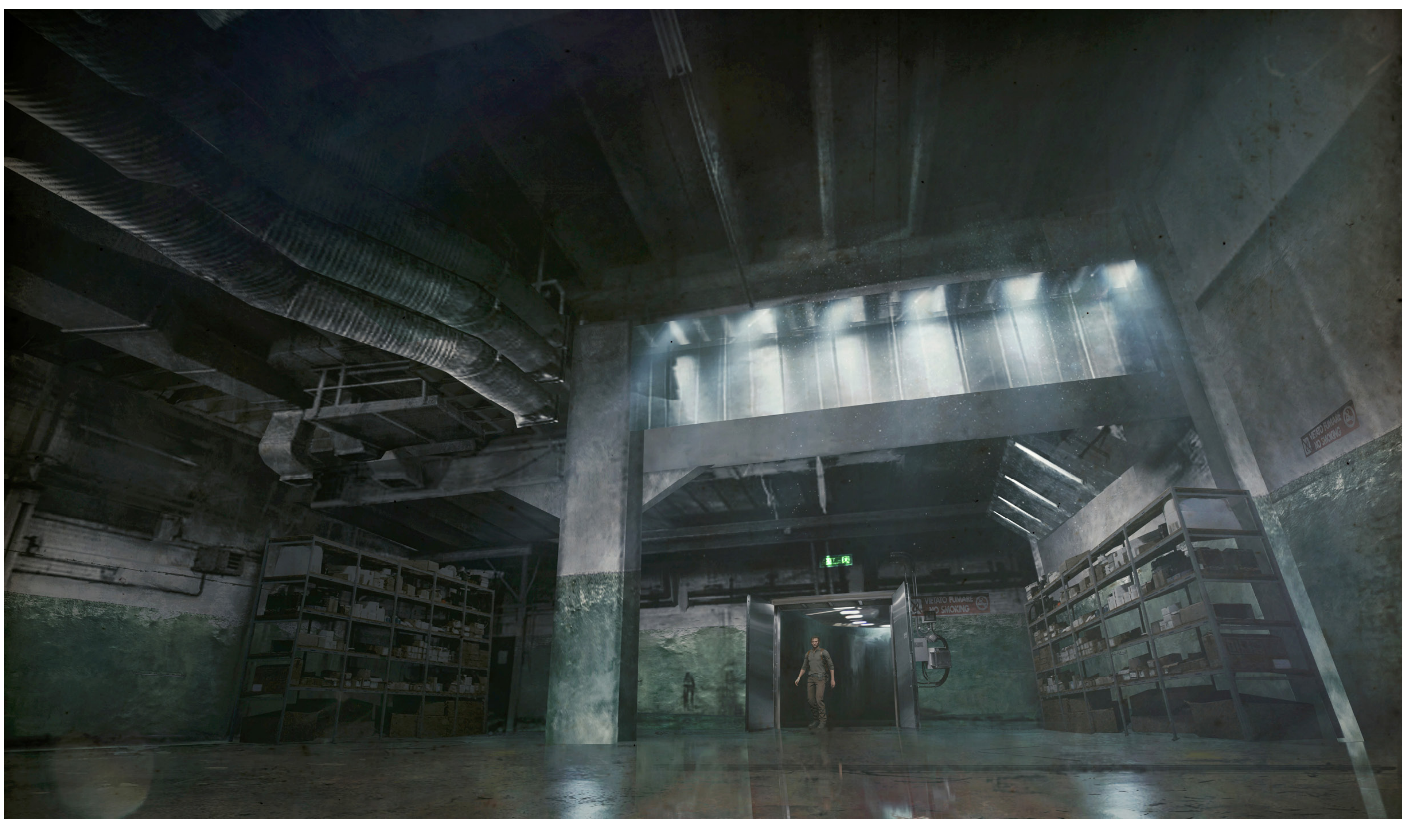


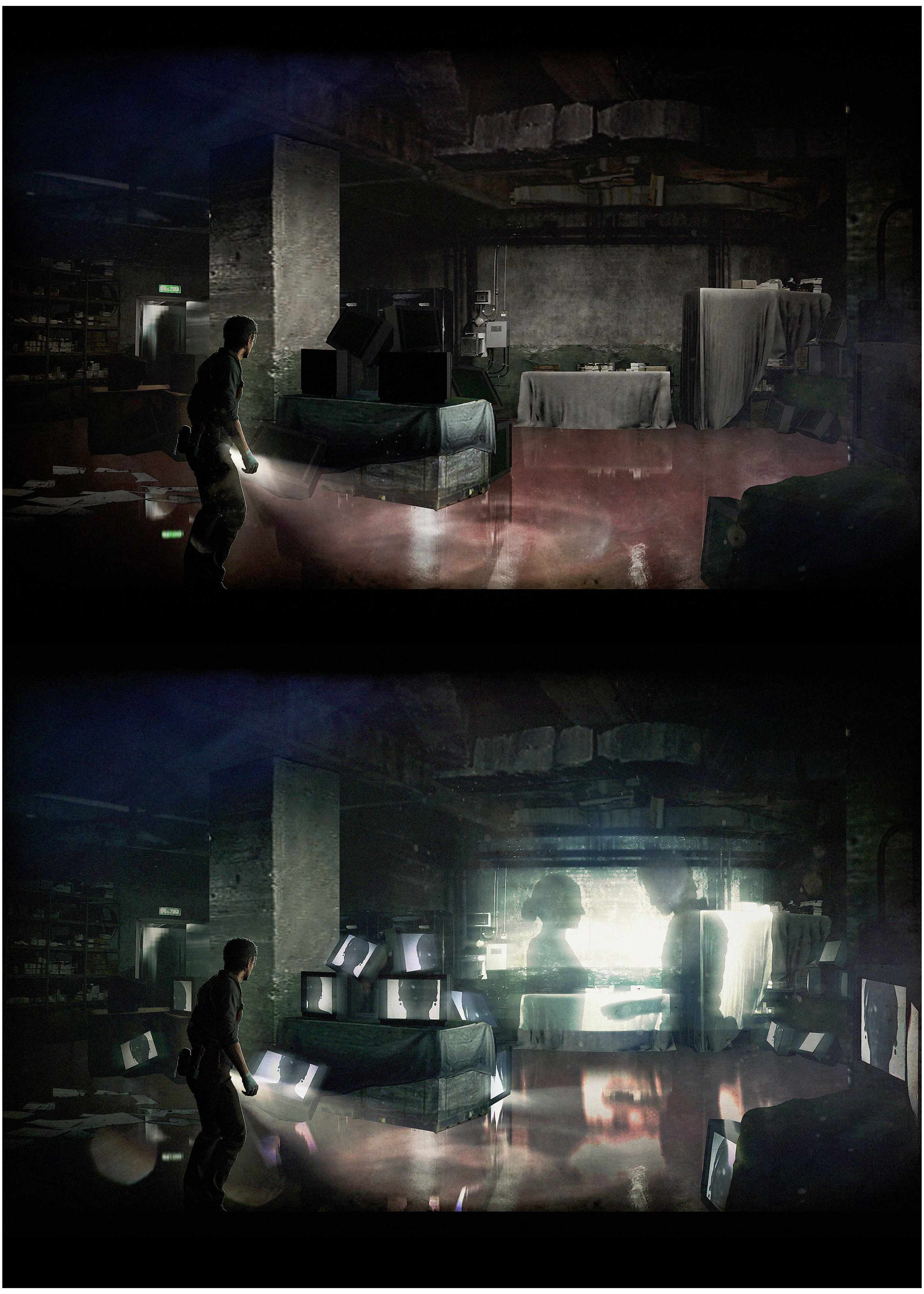








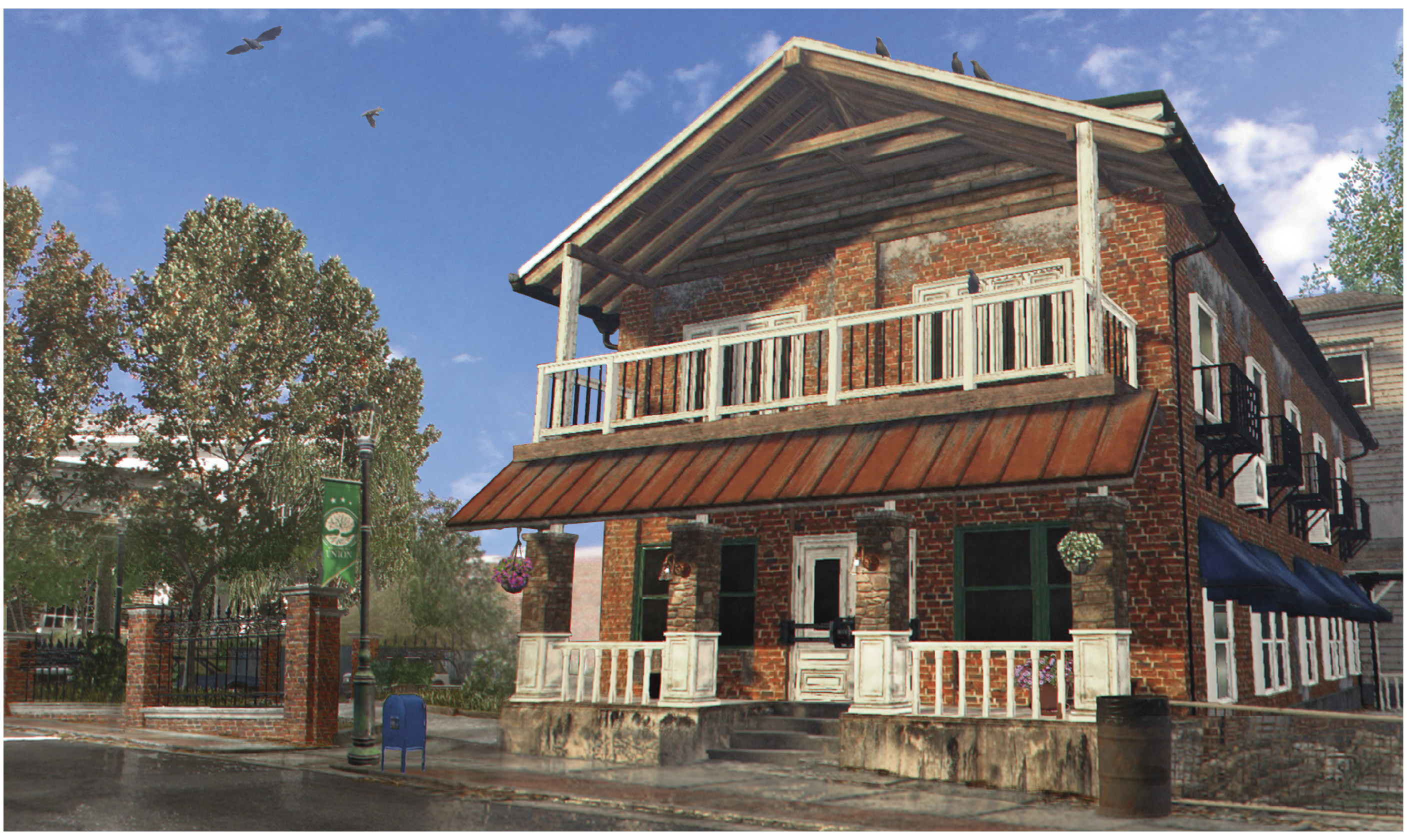


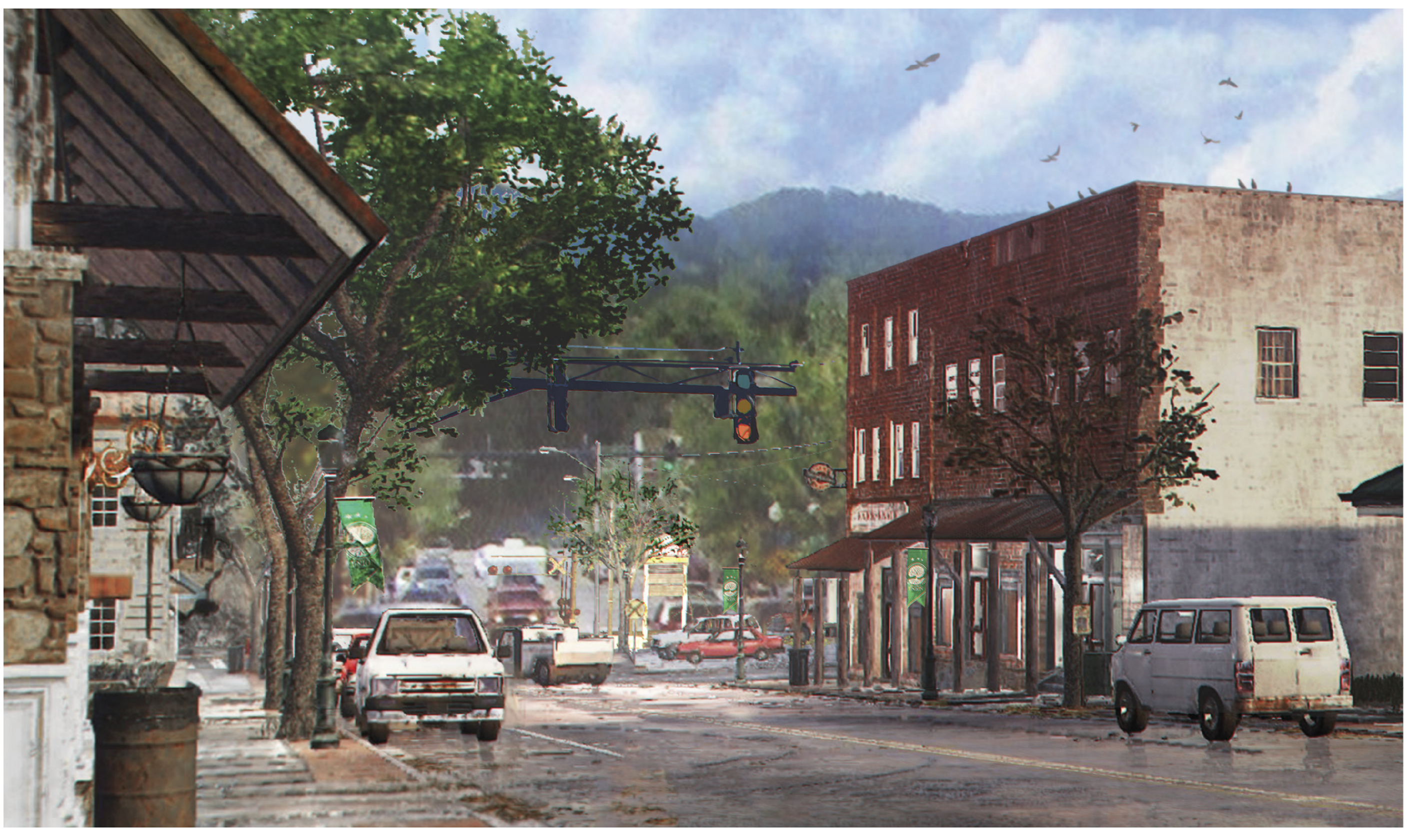


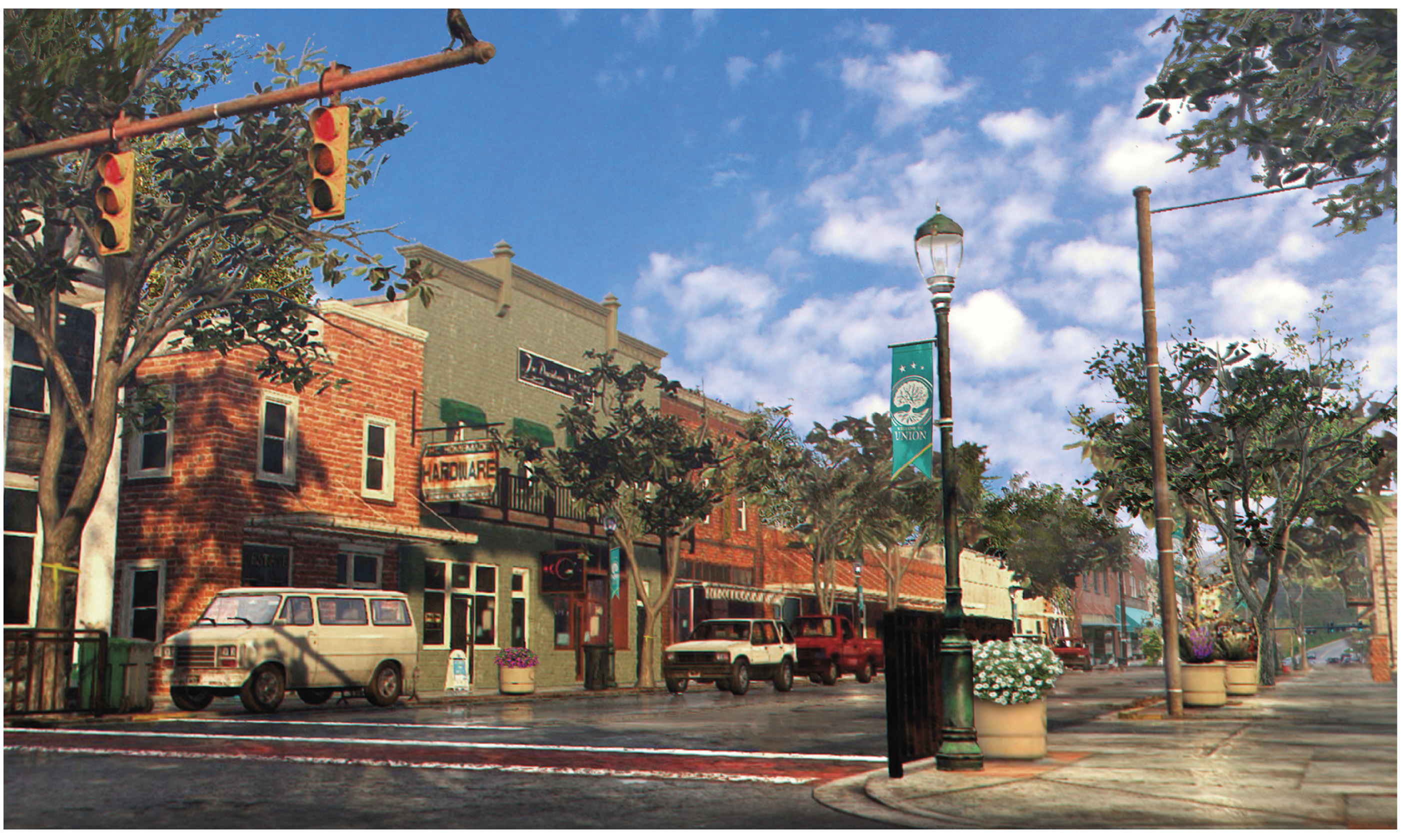
THE EVIL WITHIN 2

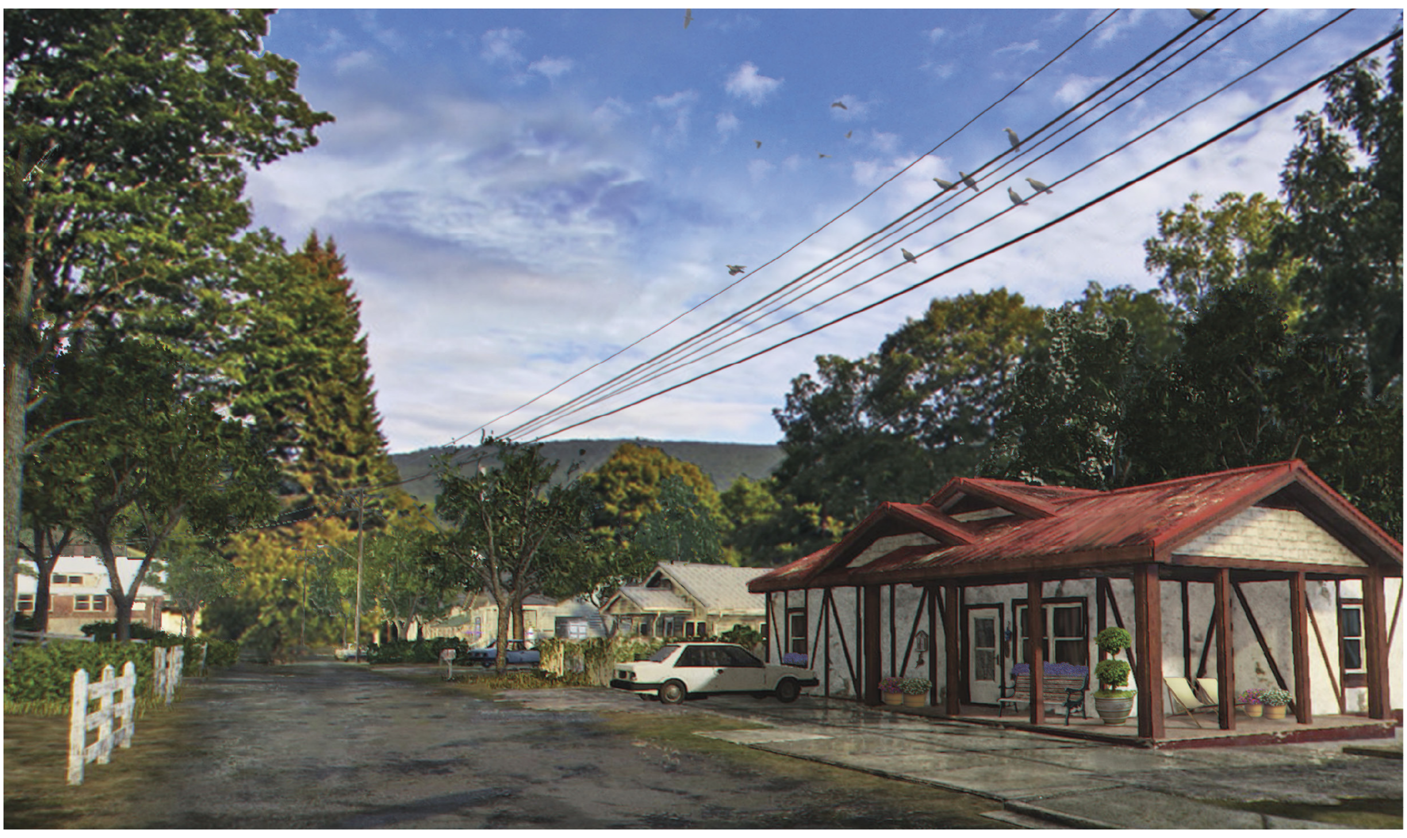
Art Gallery

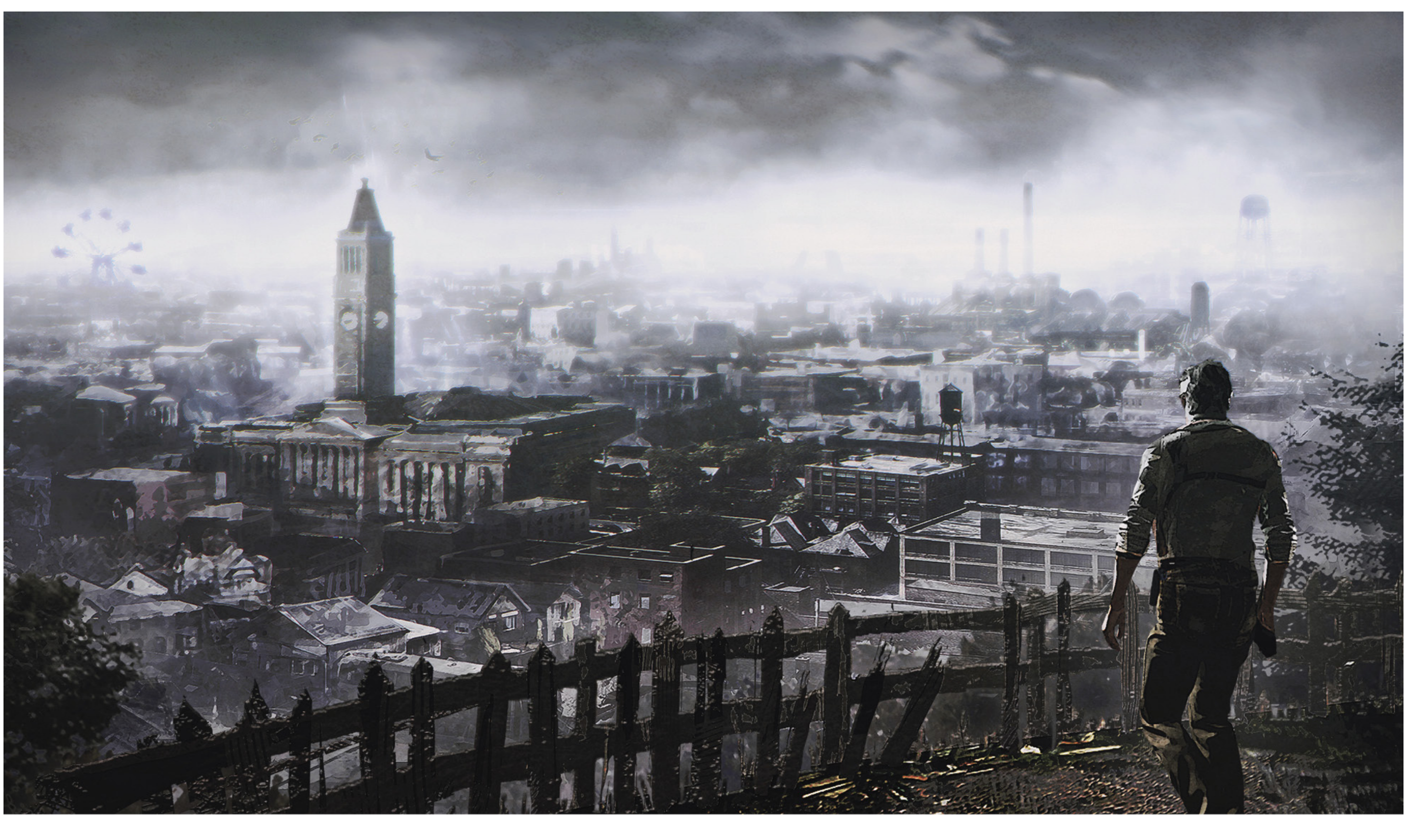
Welcome To Union

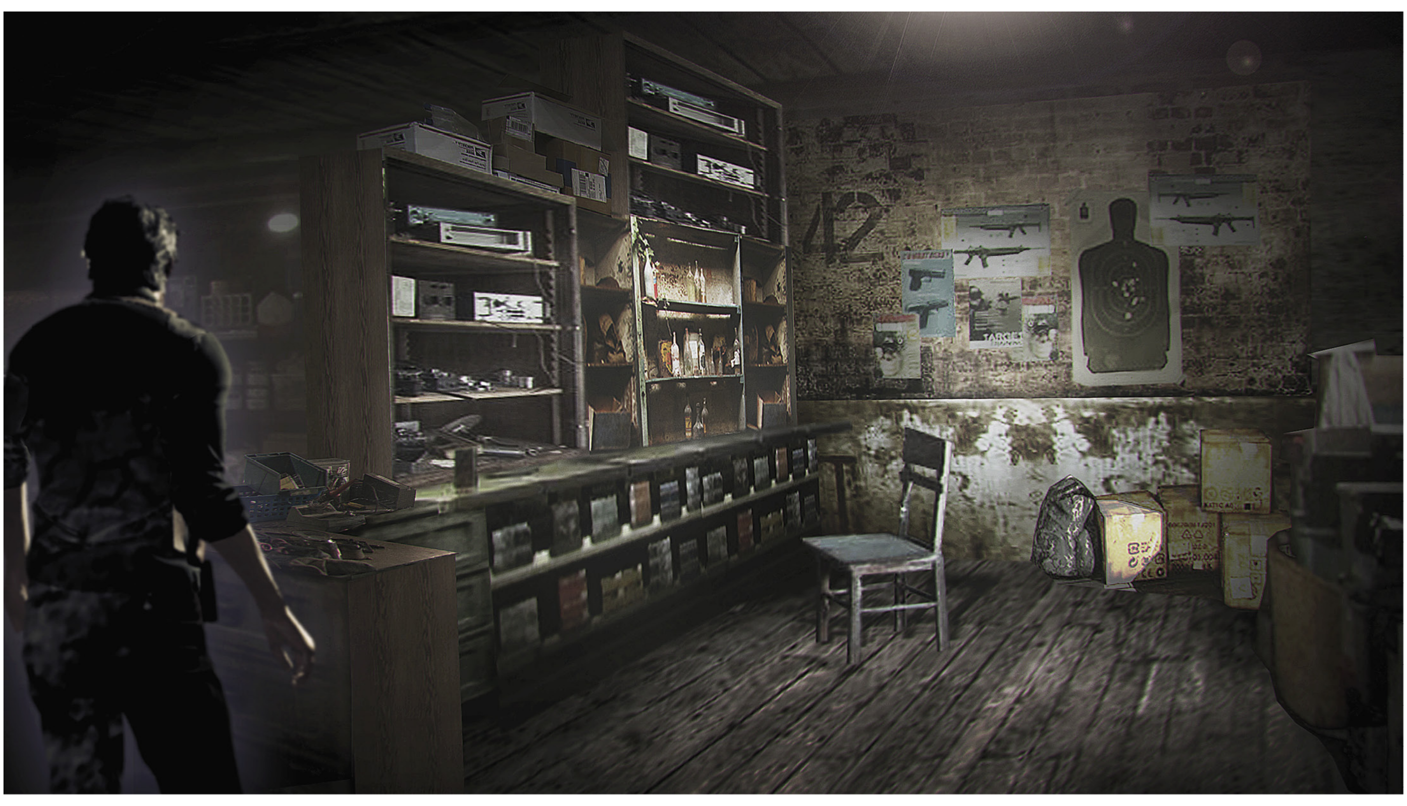








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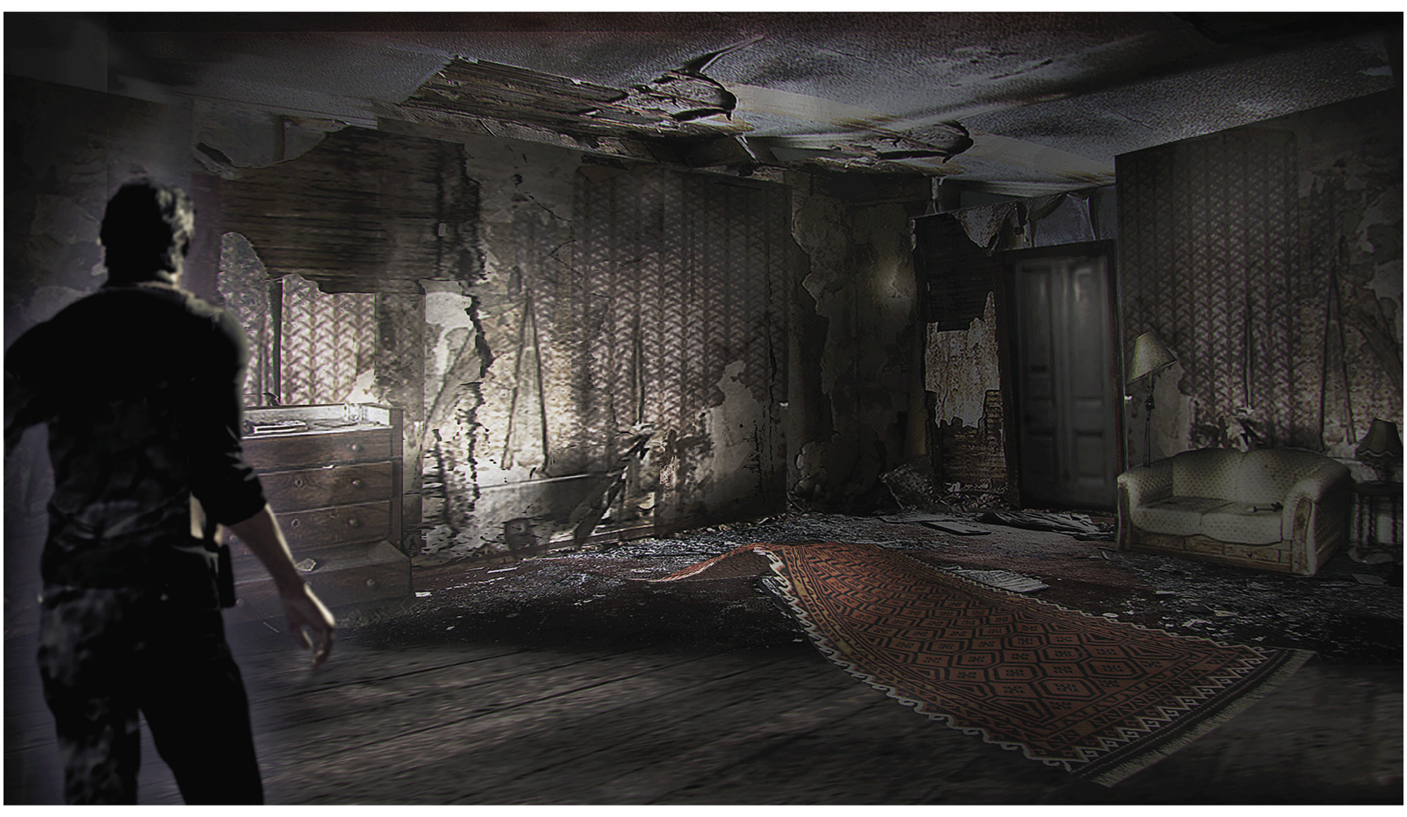
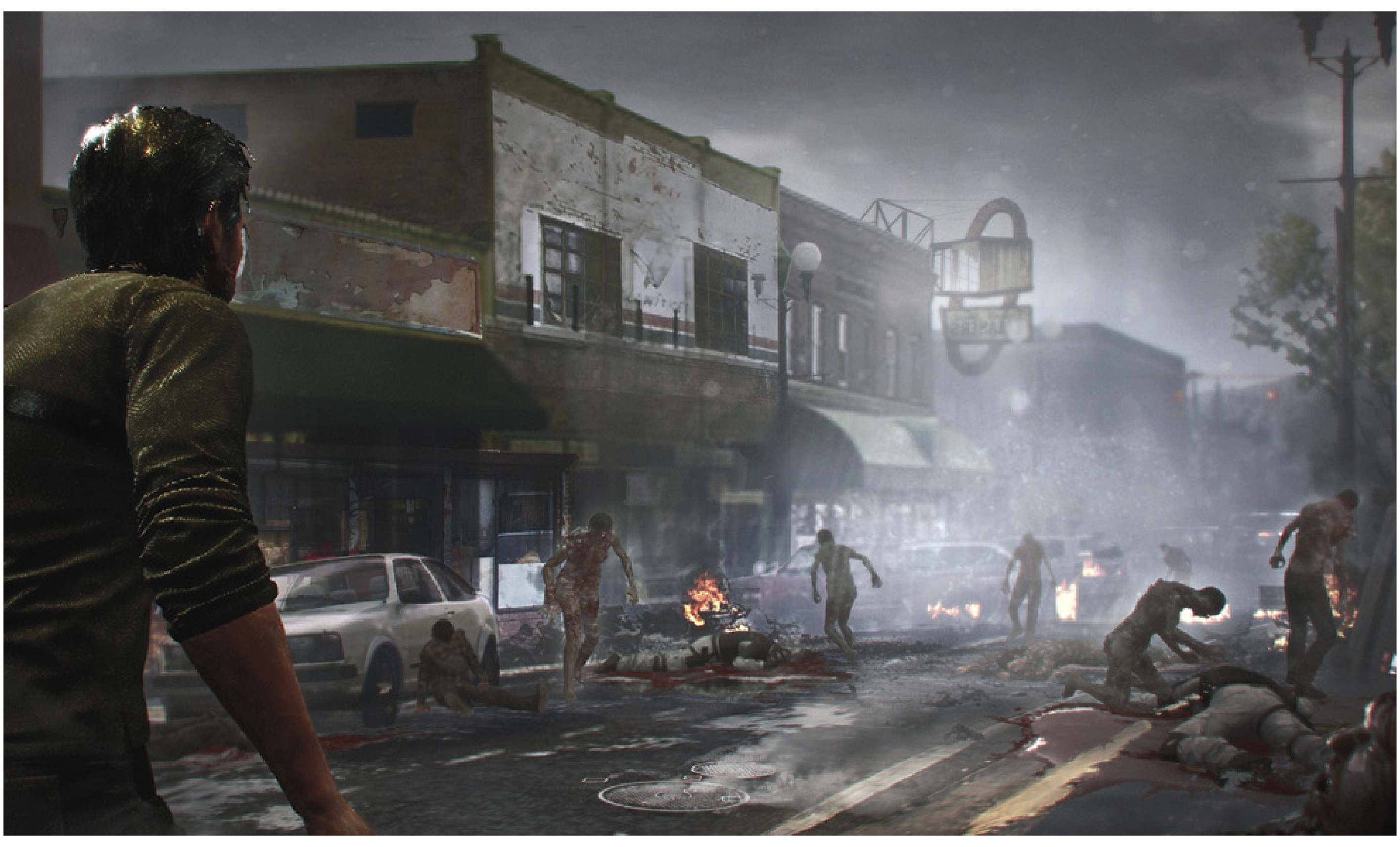
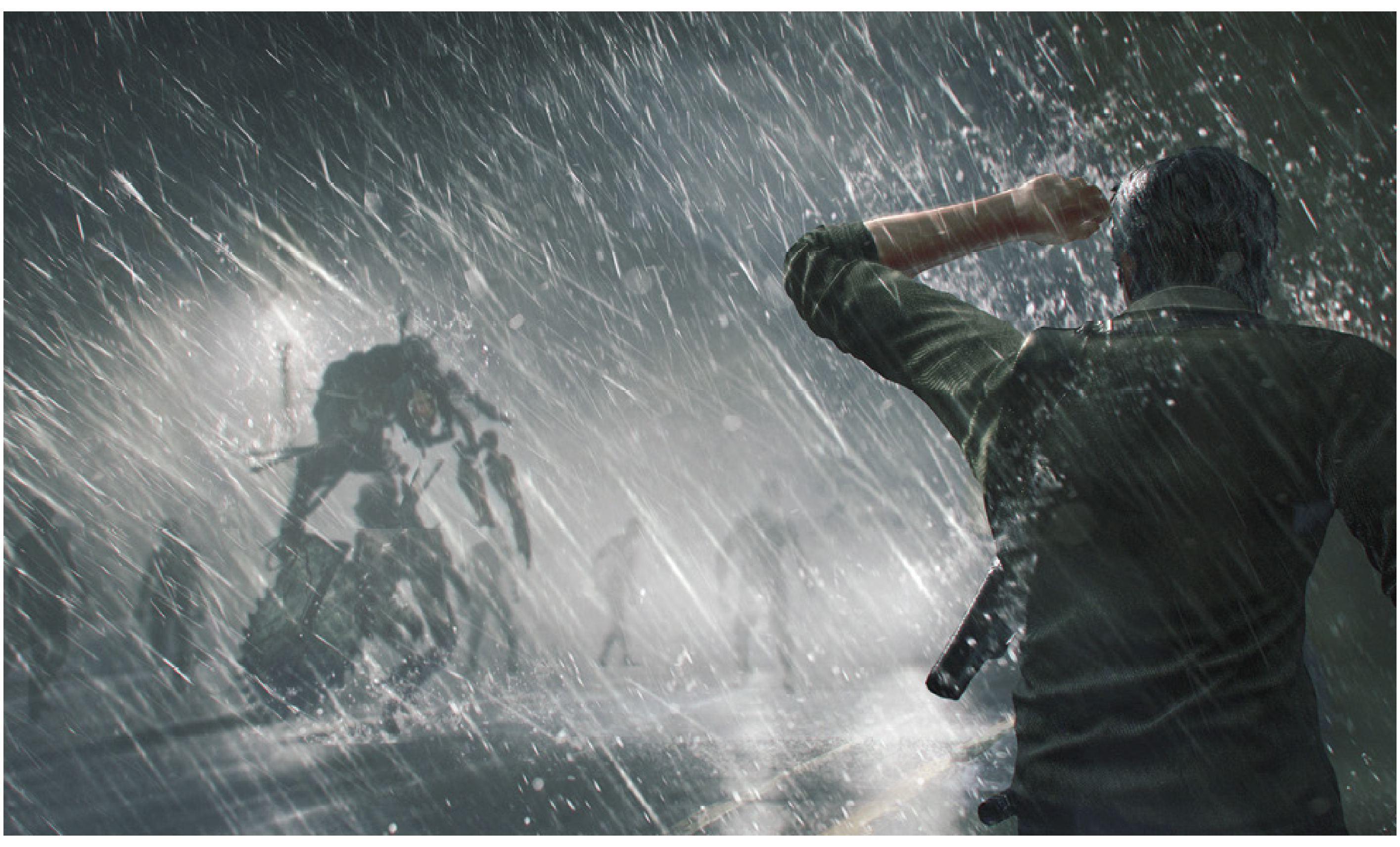
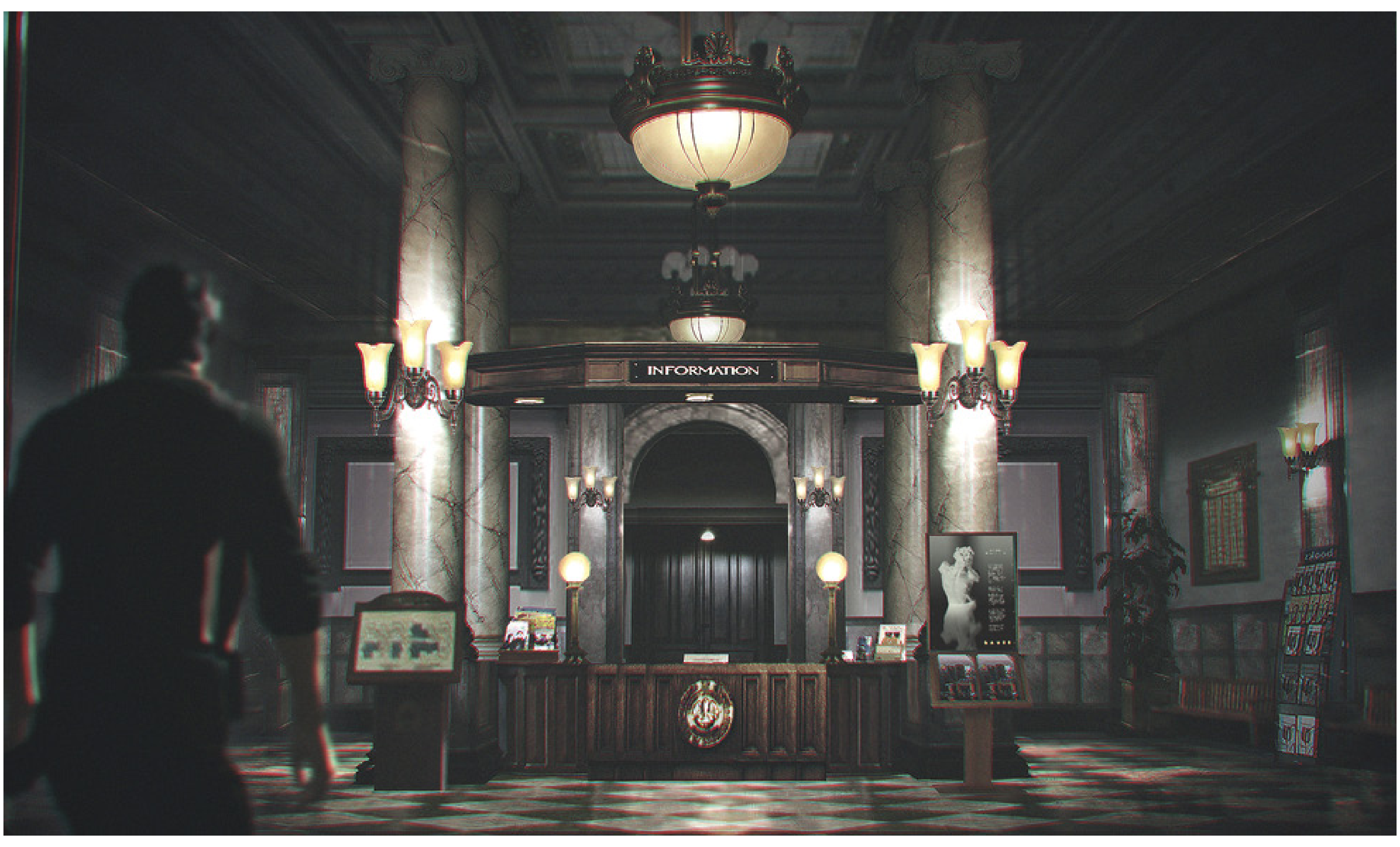


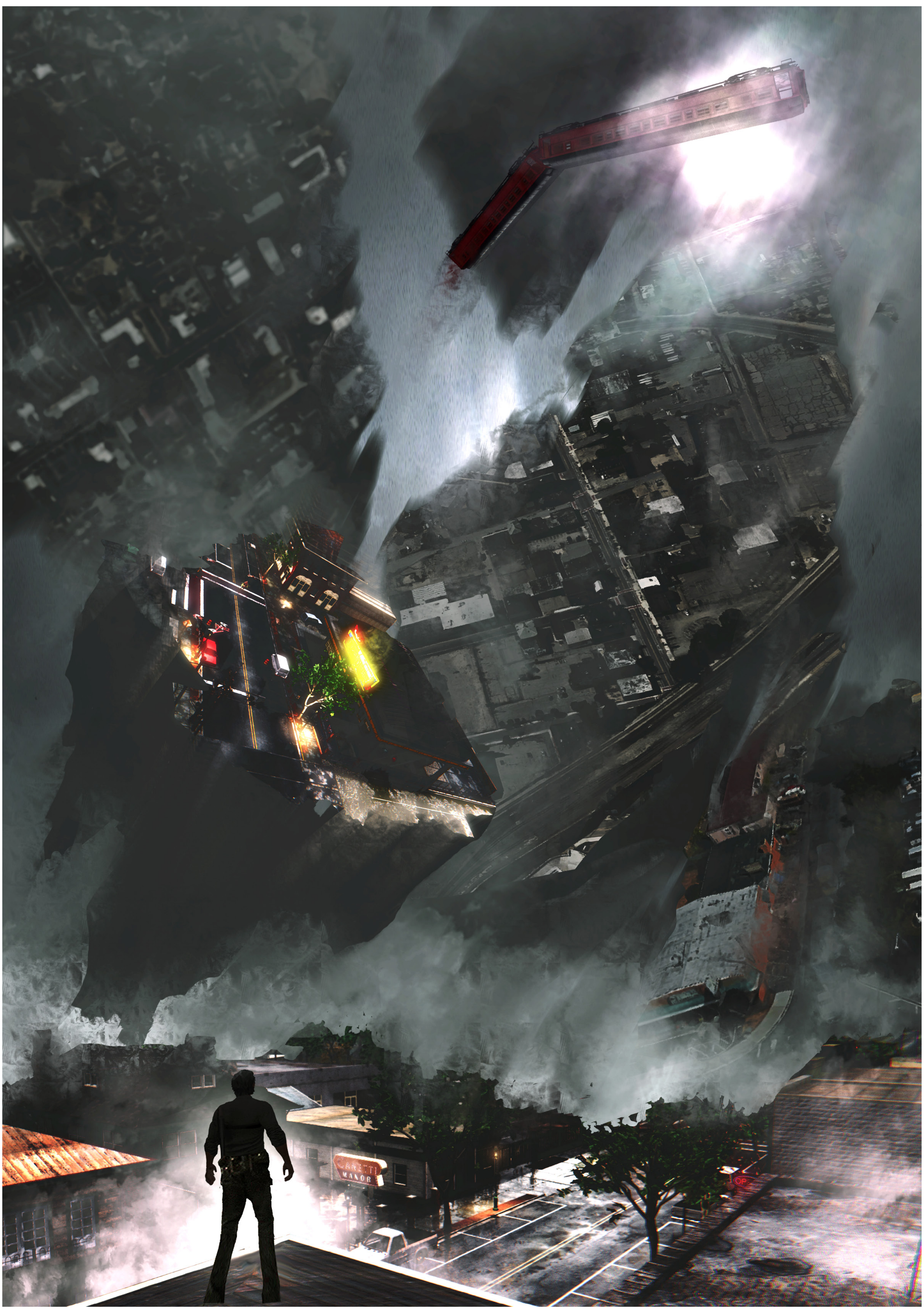


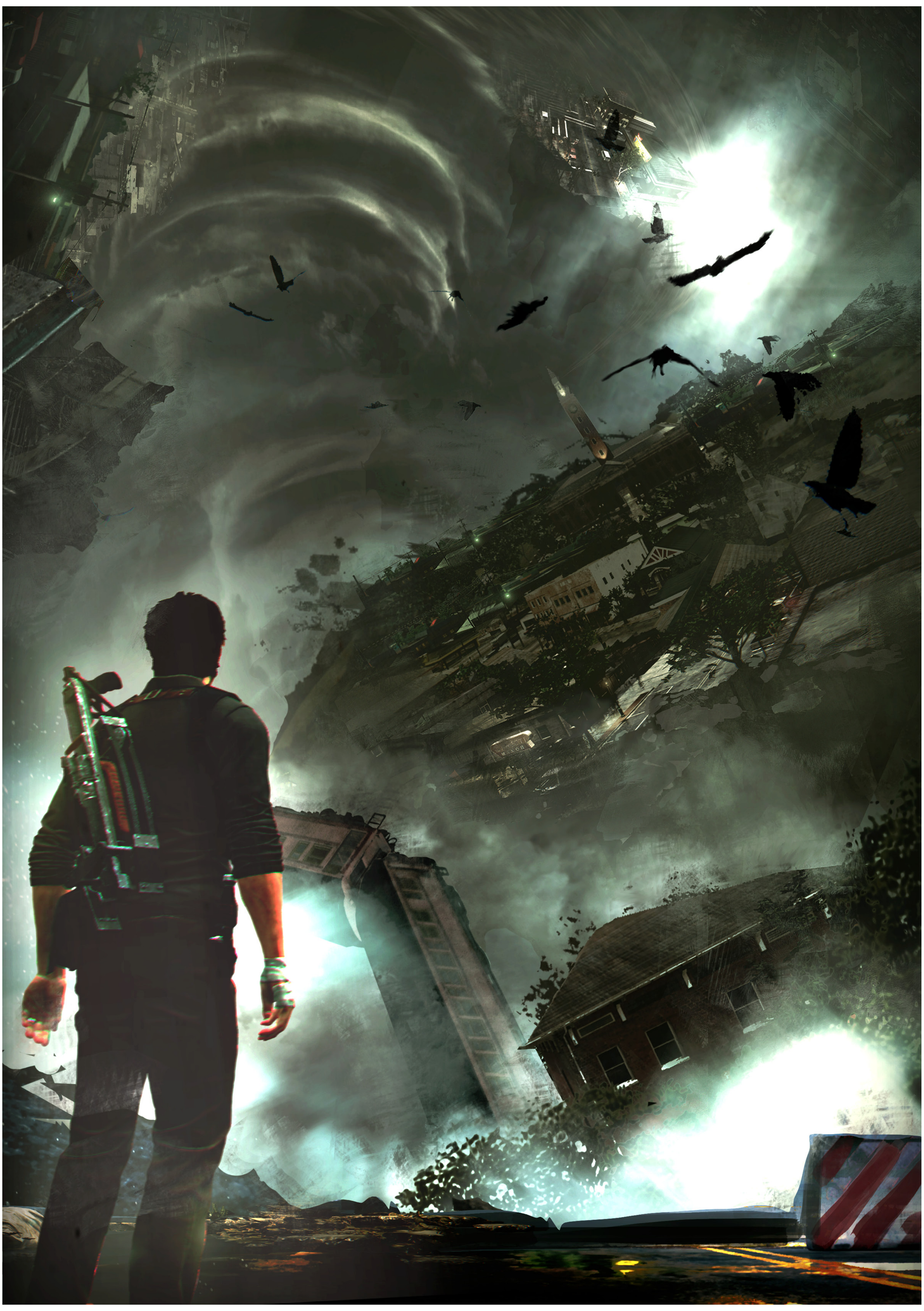



INFORMATION

THE EVIL WITHIN 2

Decaying Union

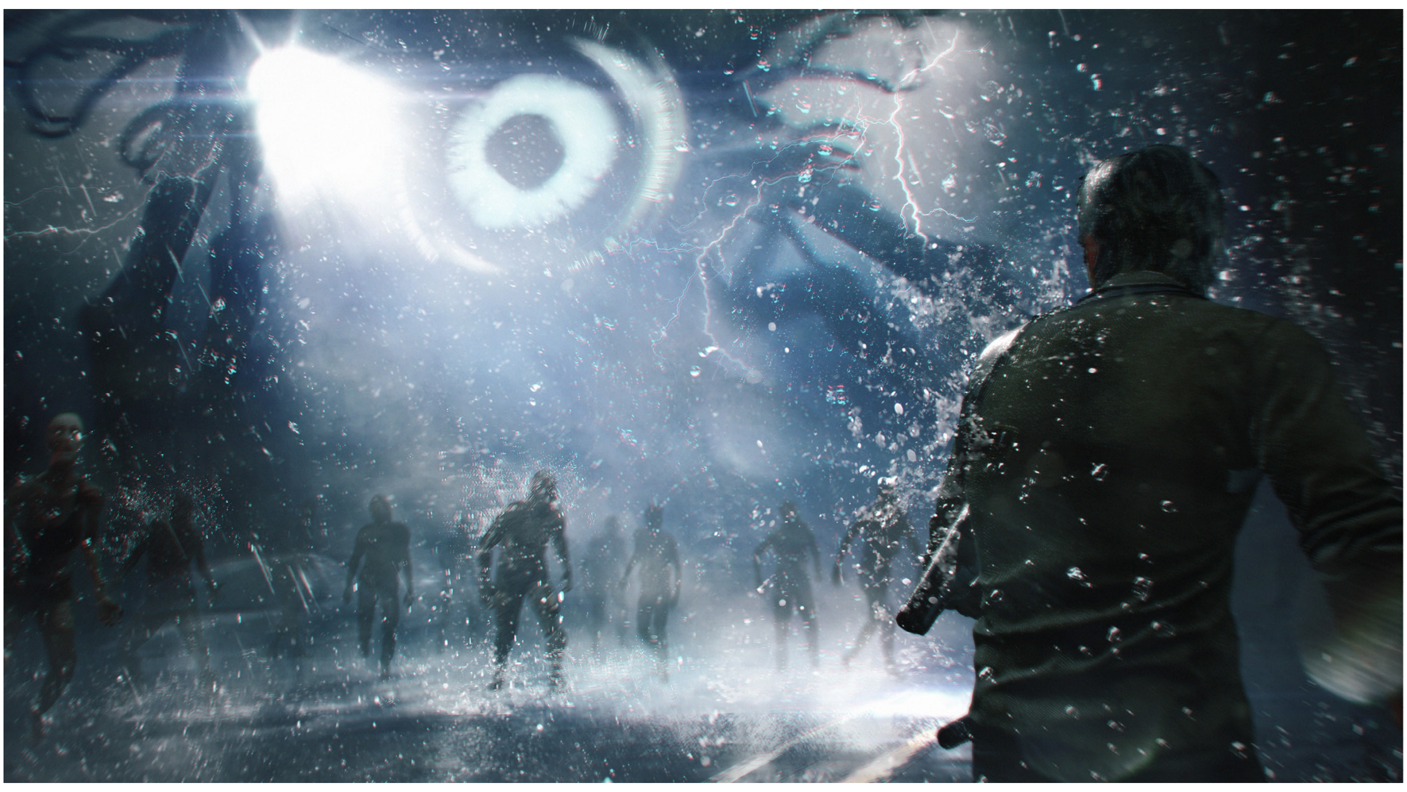


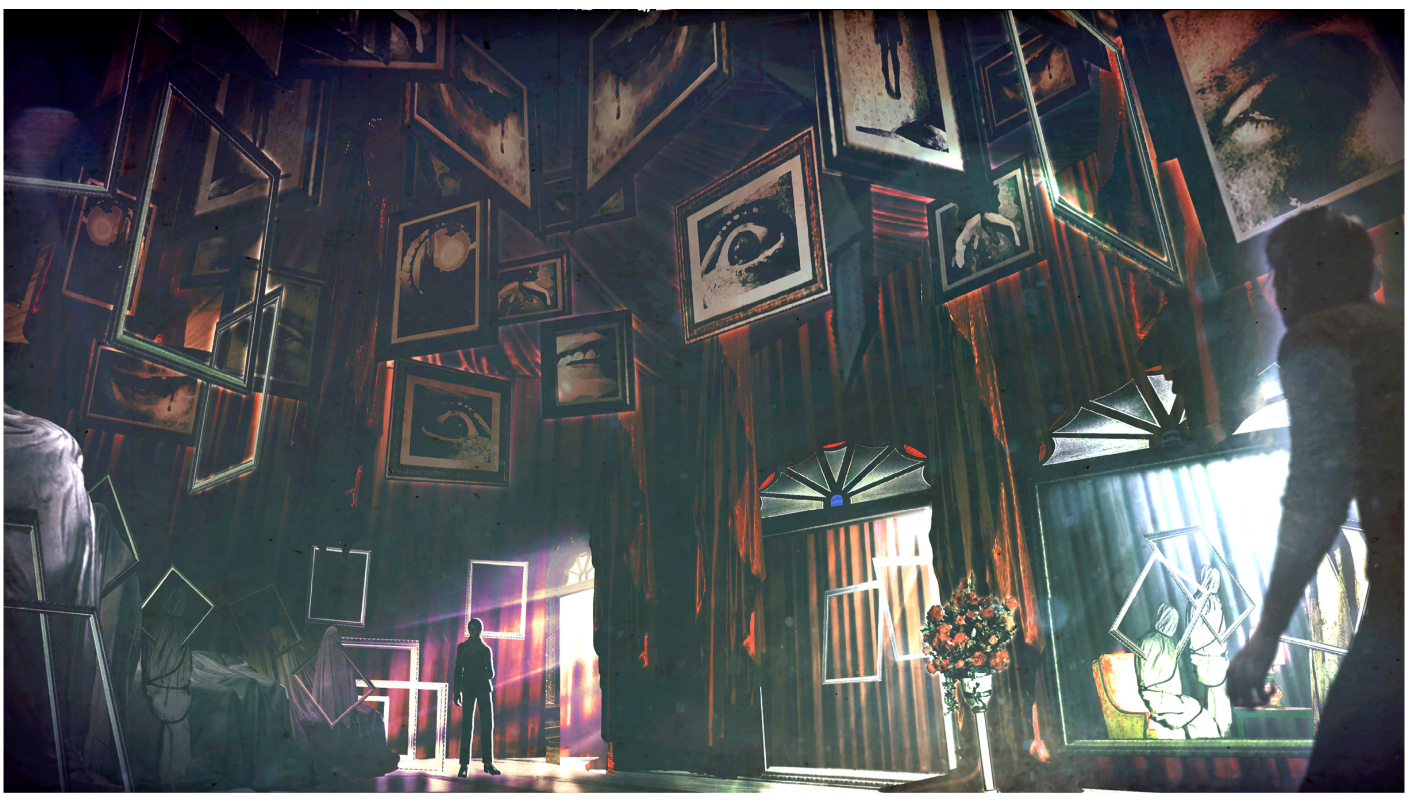


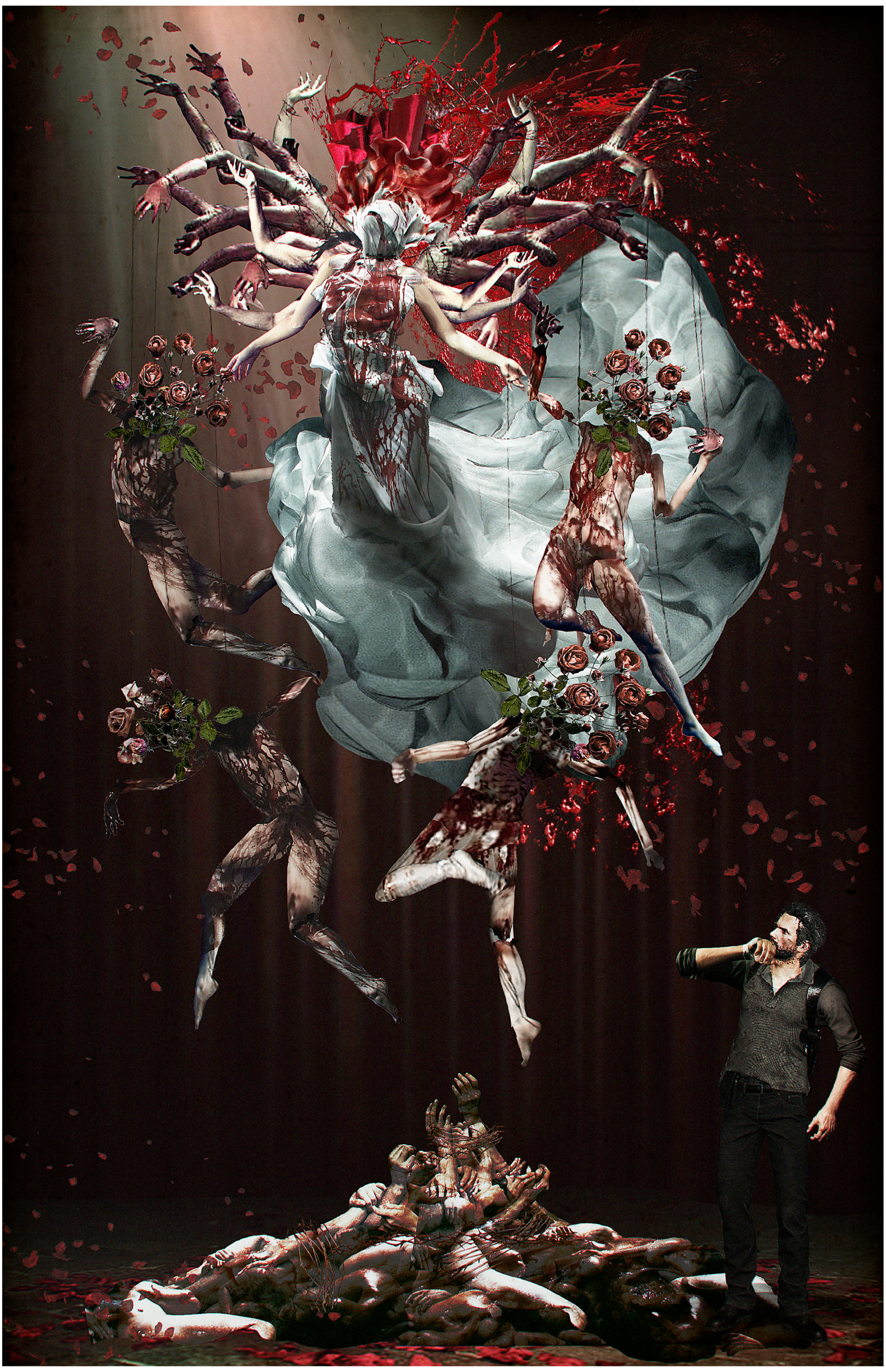
THE EVIL WITHIN 2

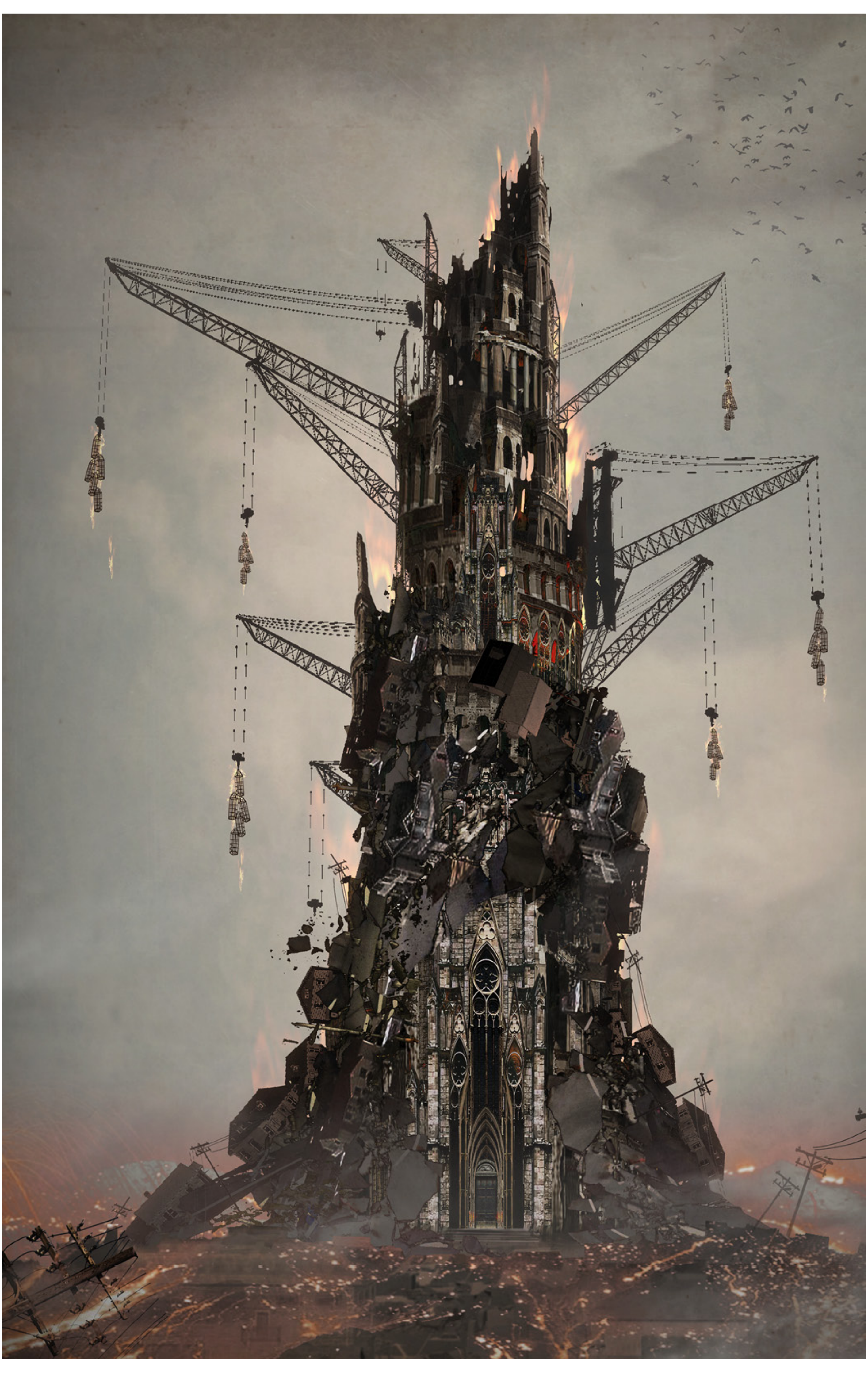
Art Gallery

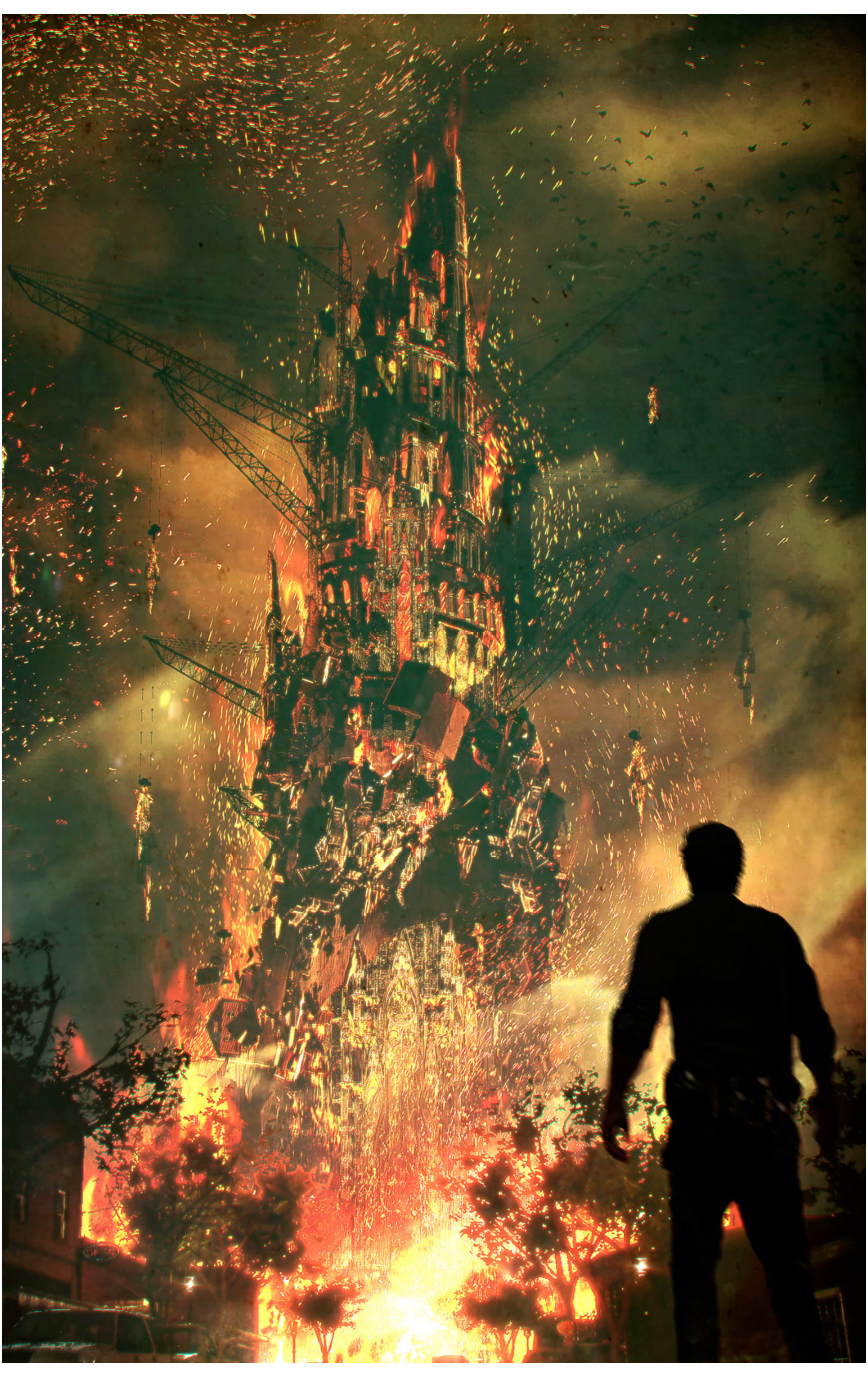
Stefano’s Stage

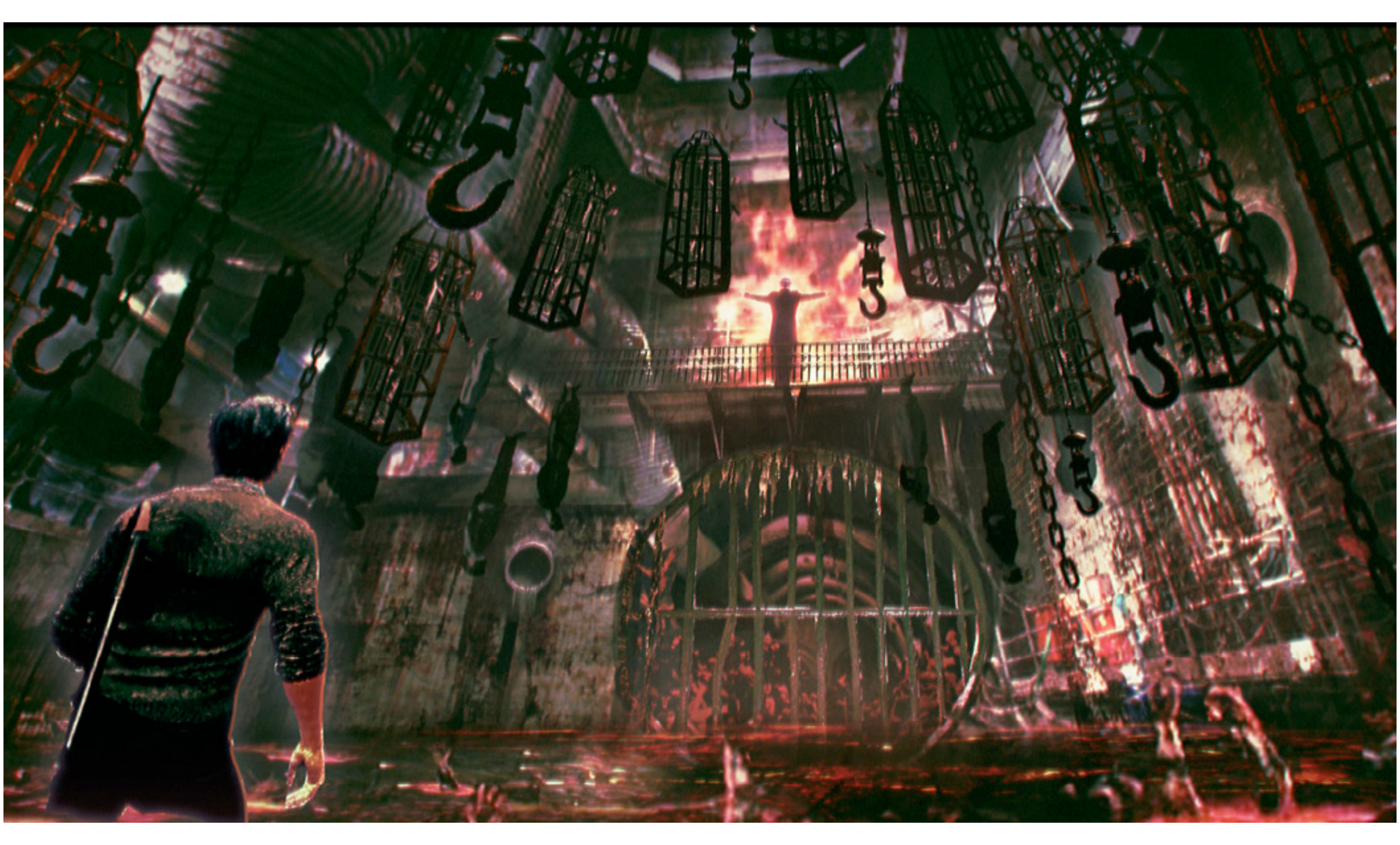


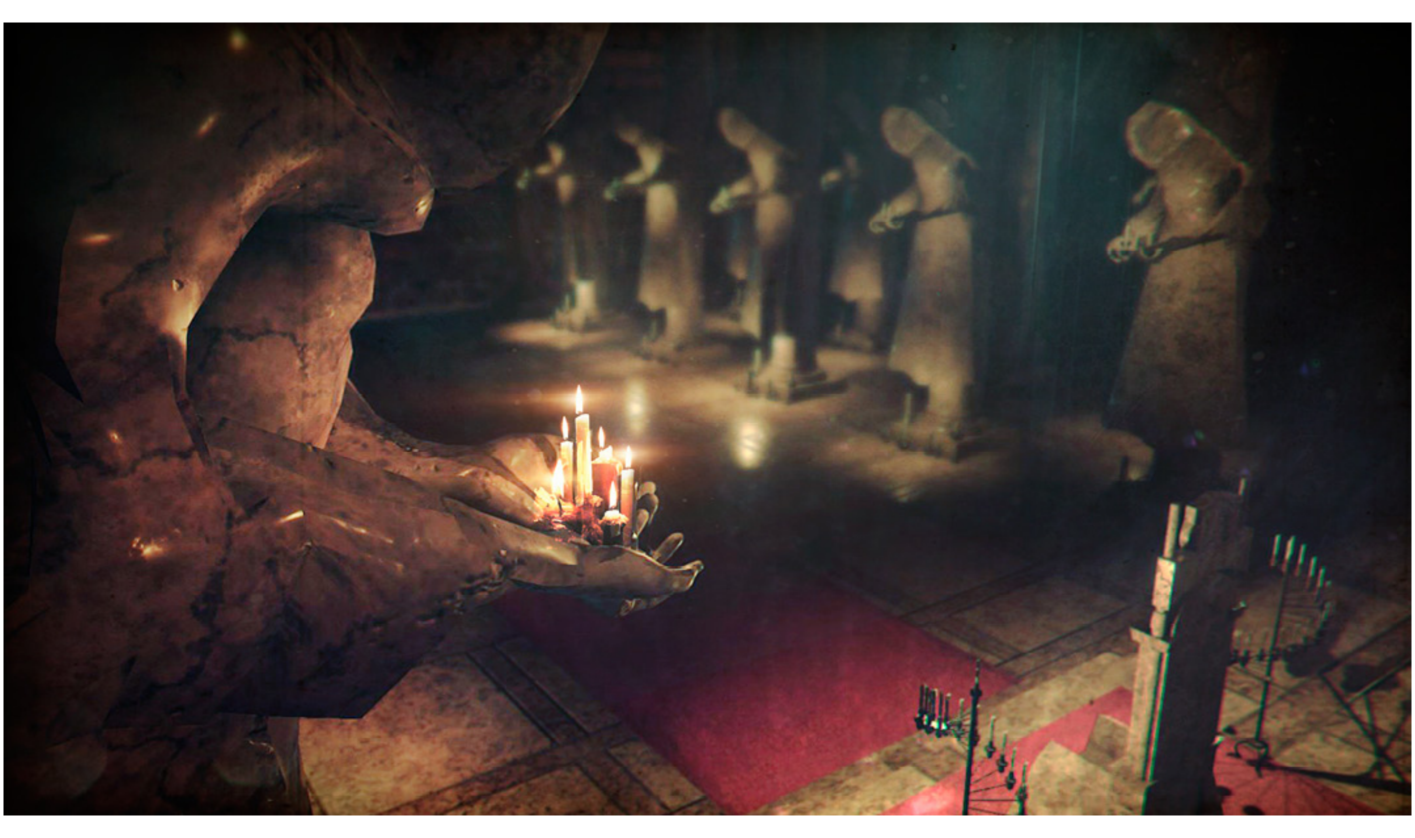


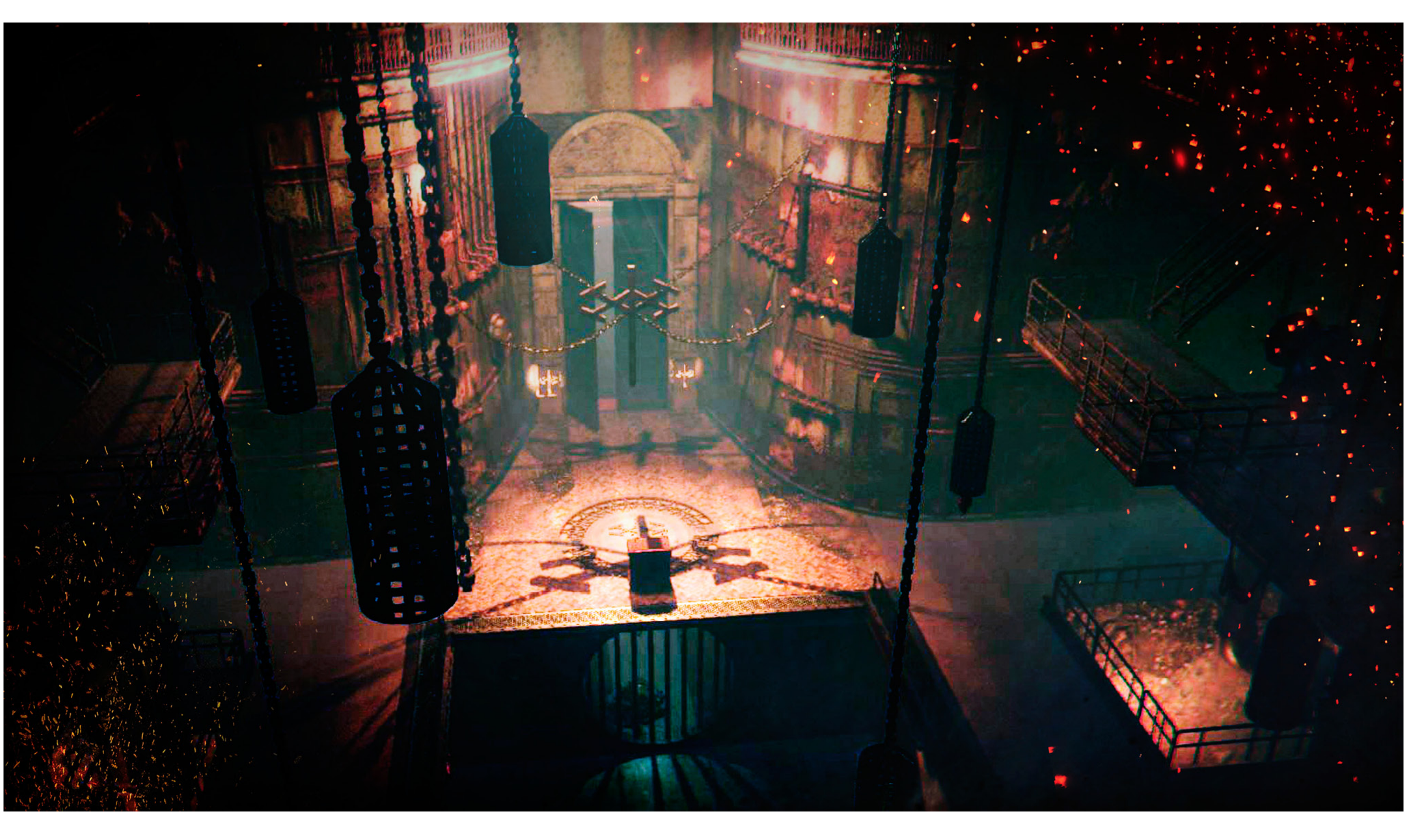






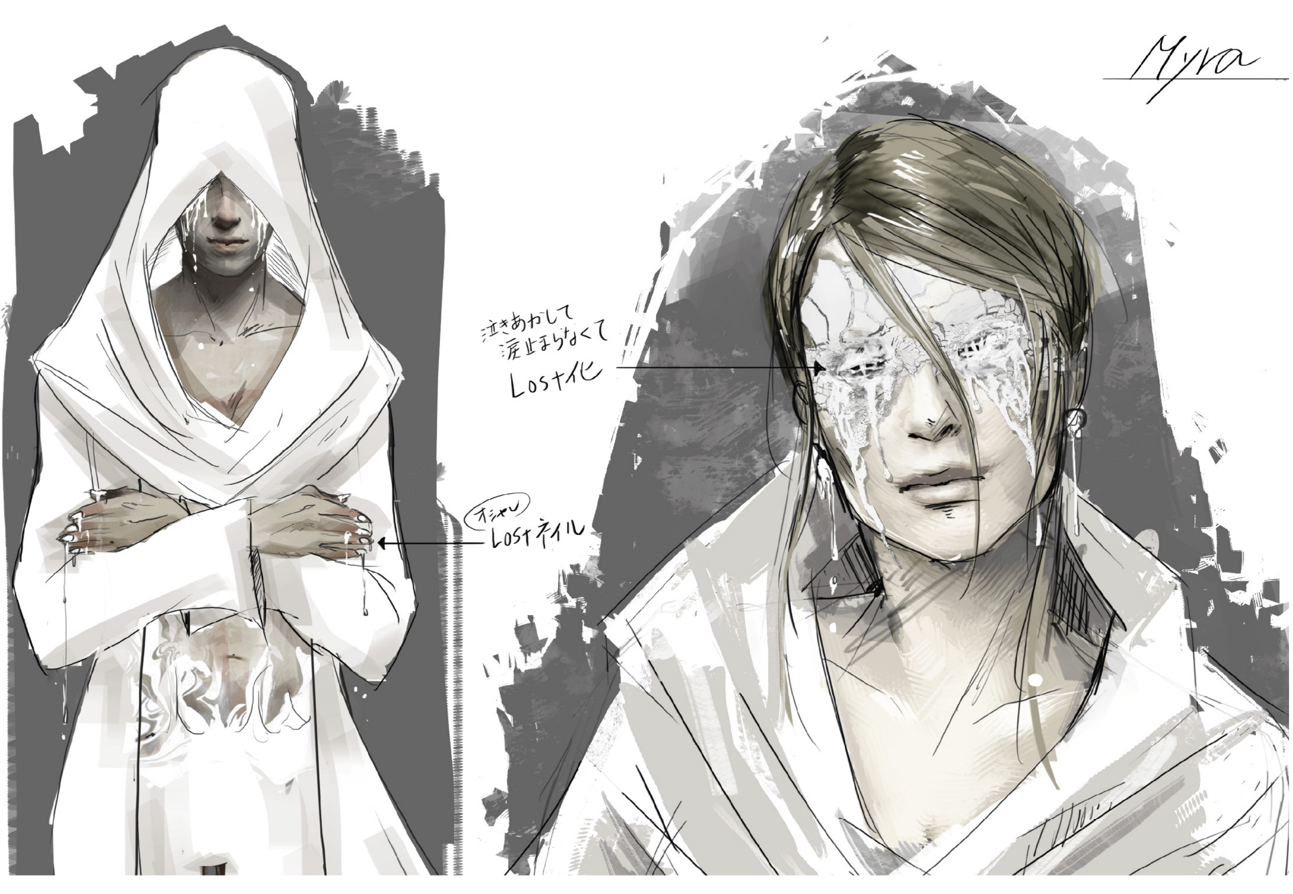






Art Gallery

Myra's Stage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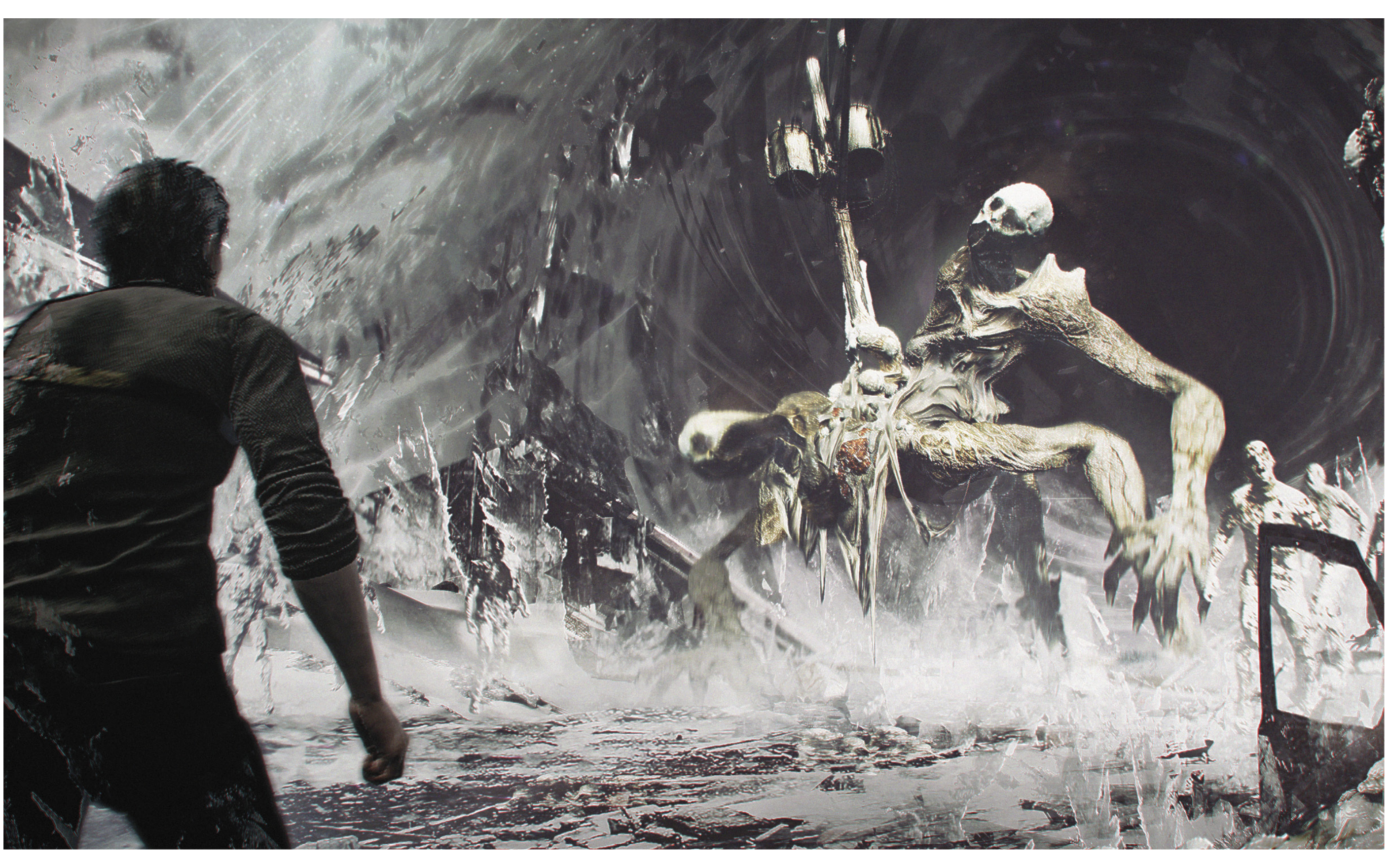
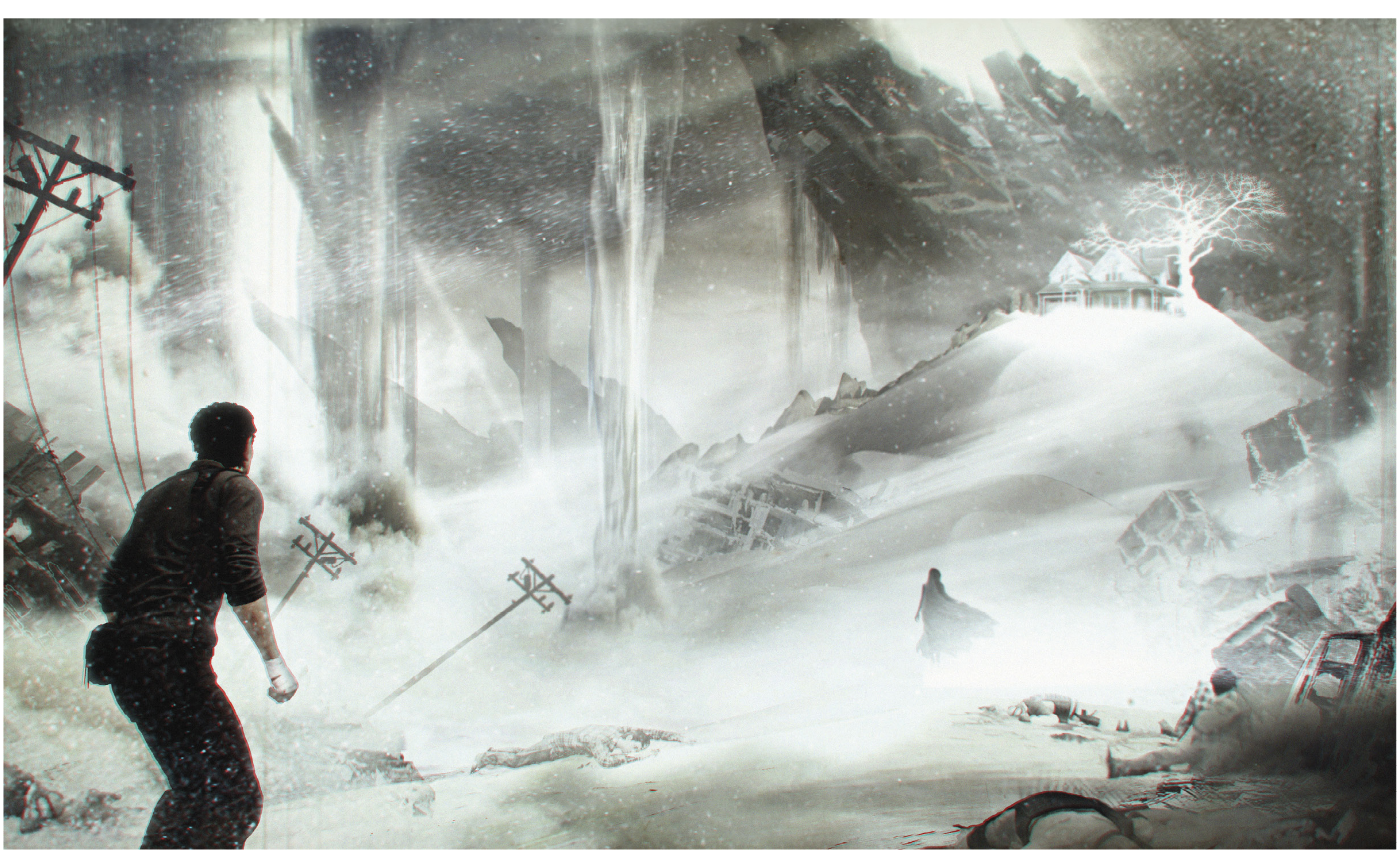
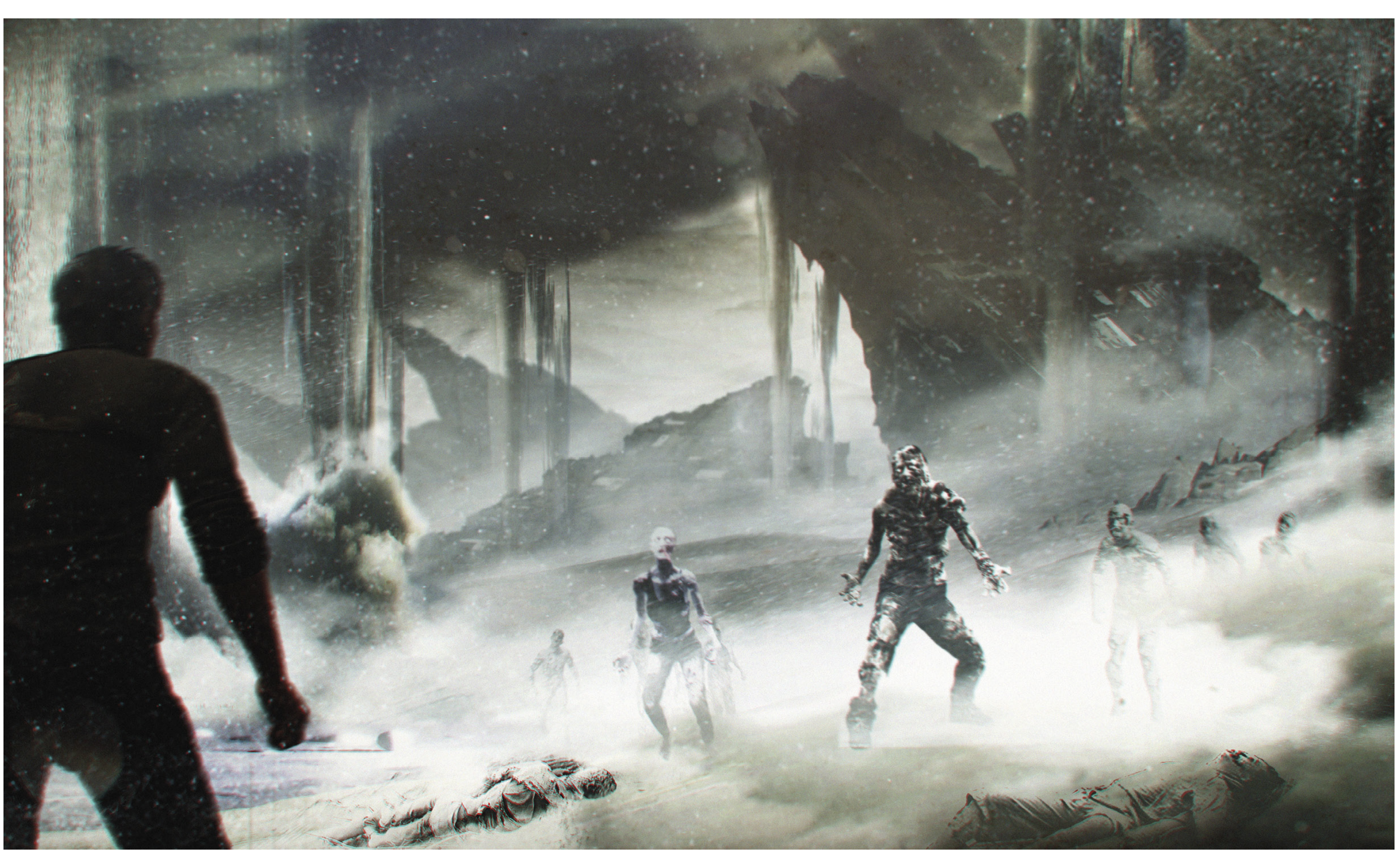
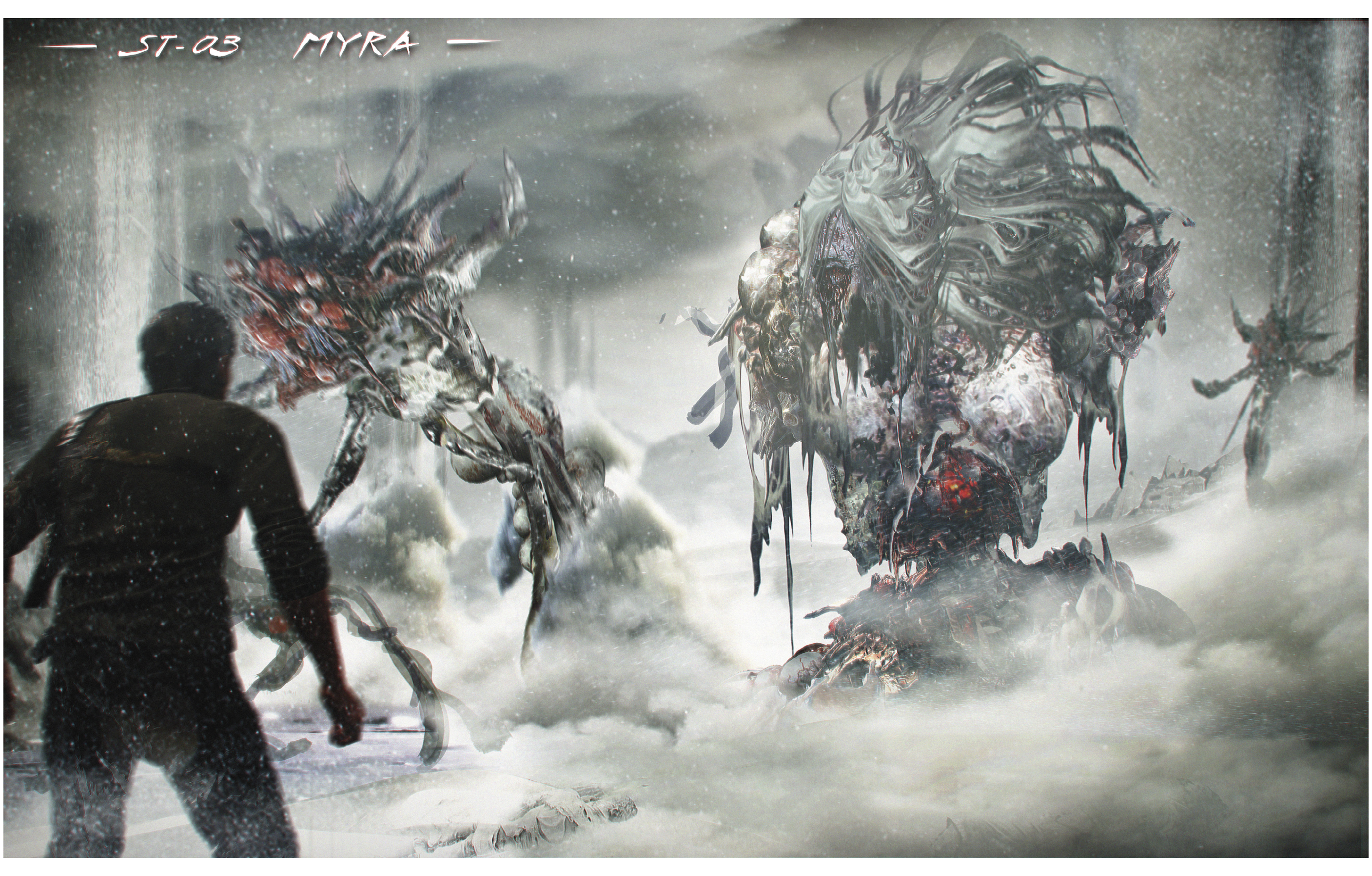
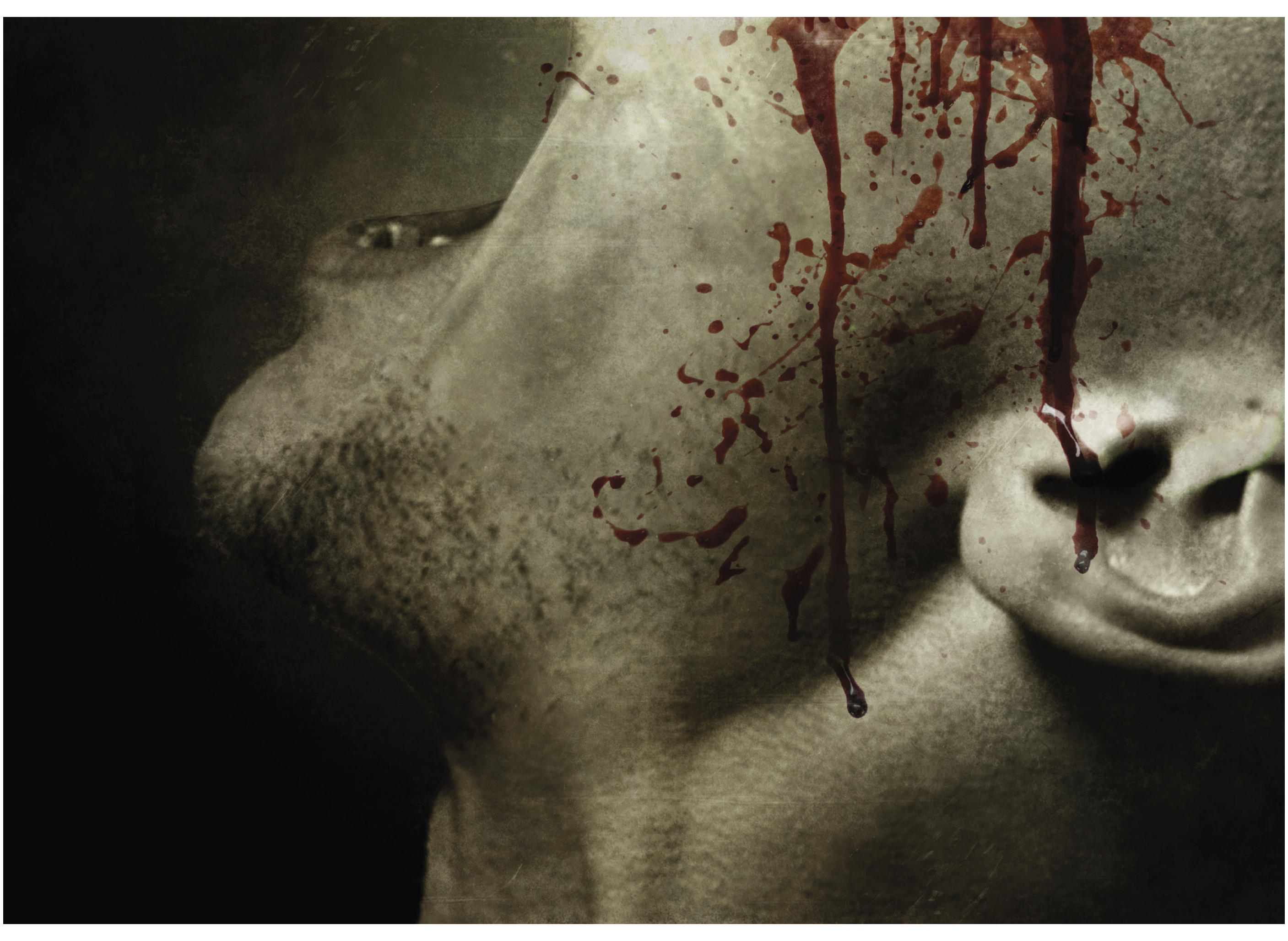
オシャレ
Lostネイル

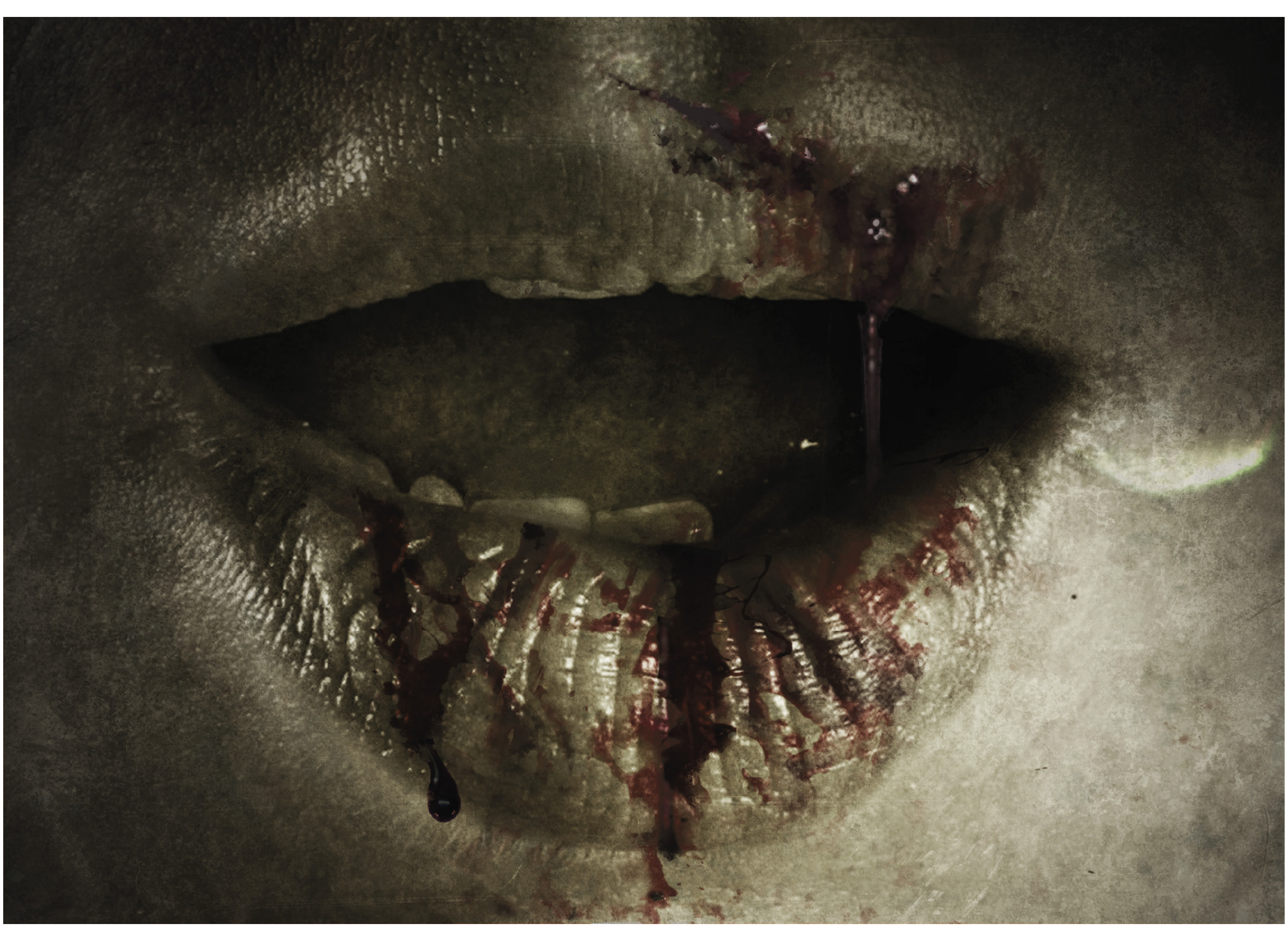


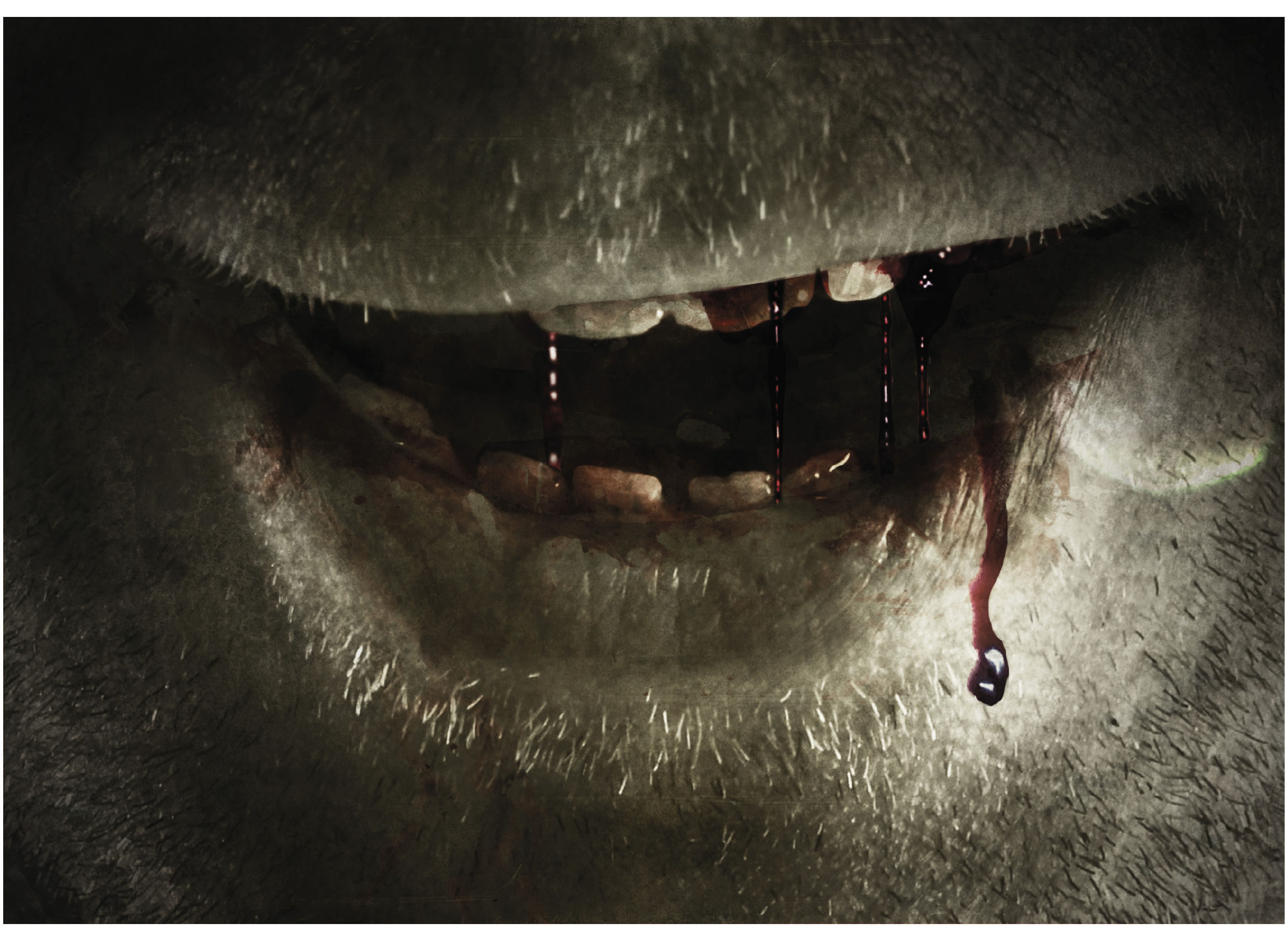


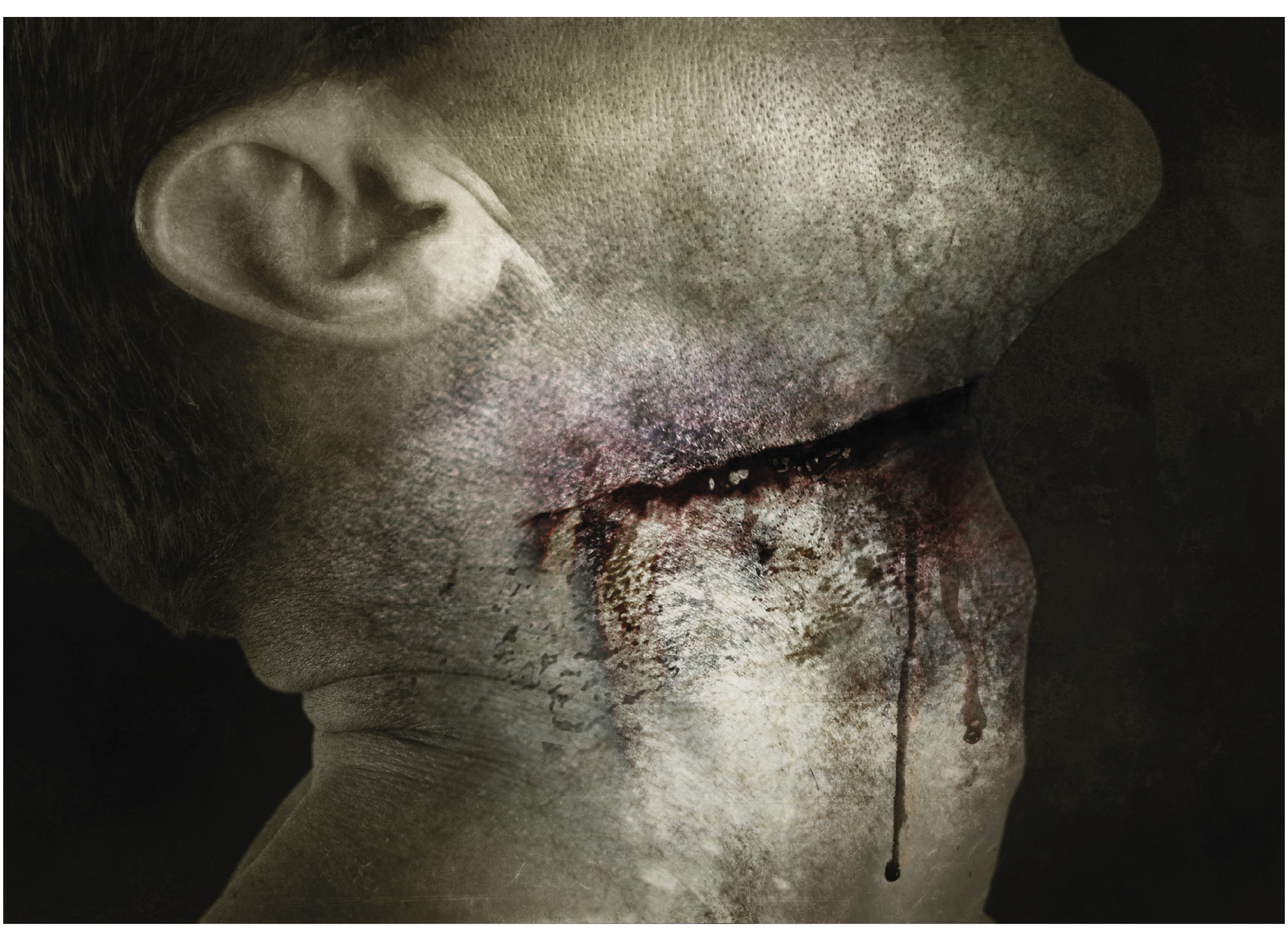


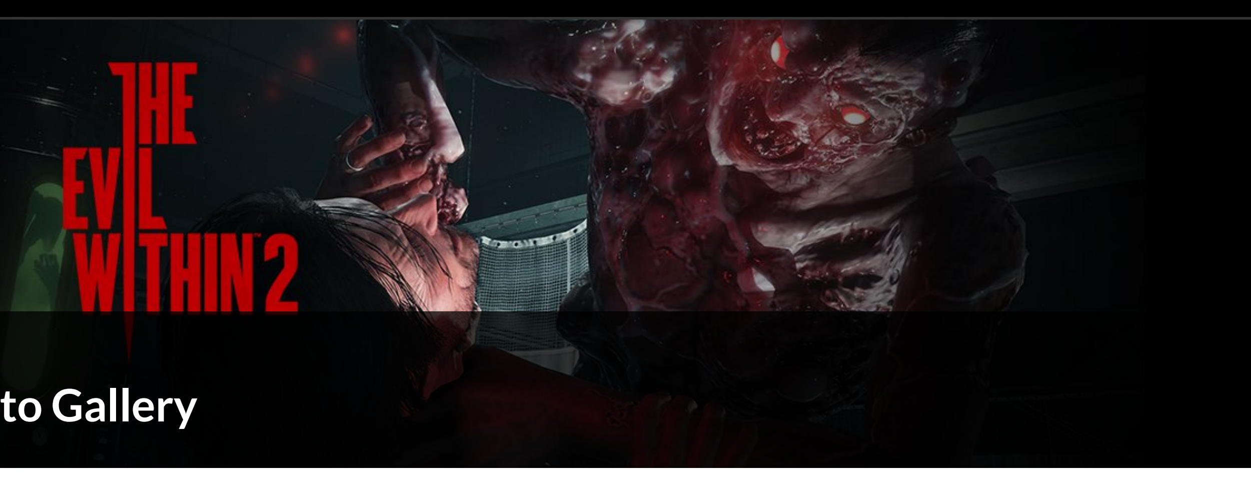






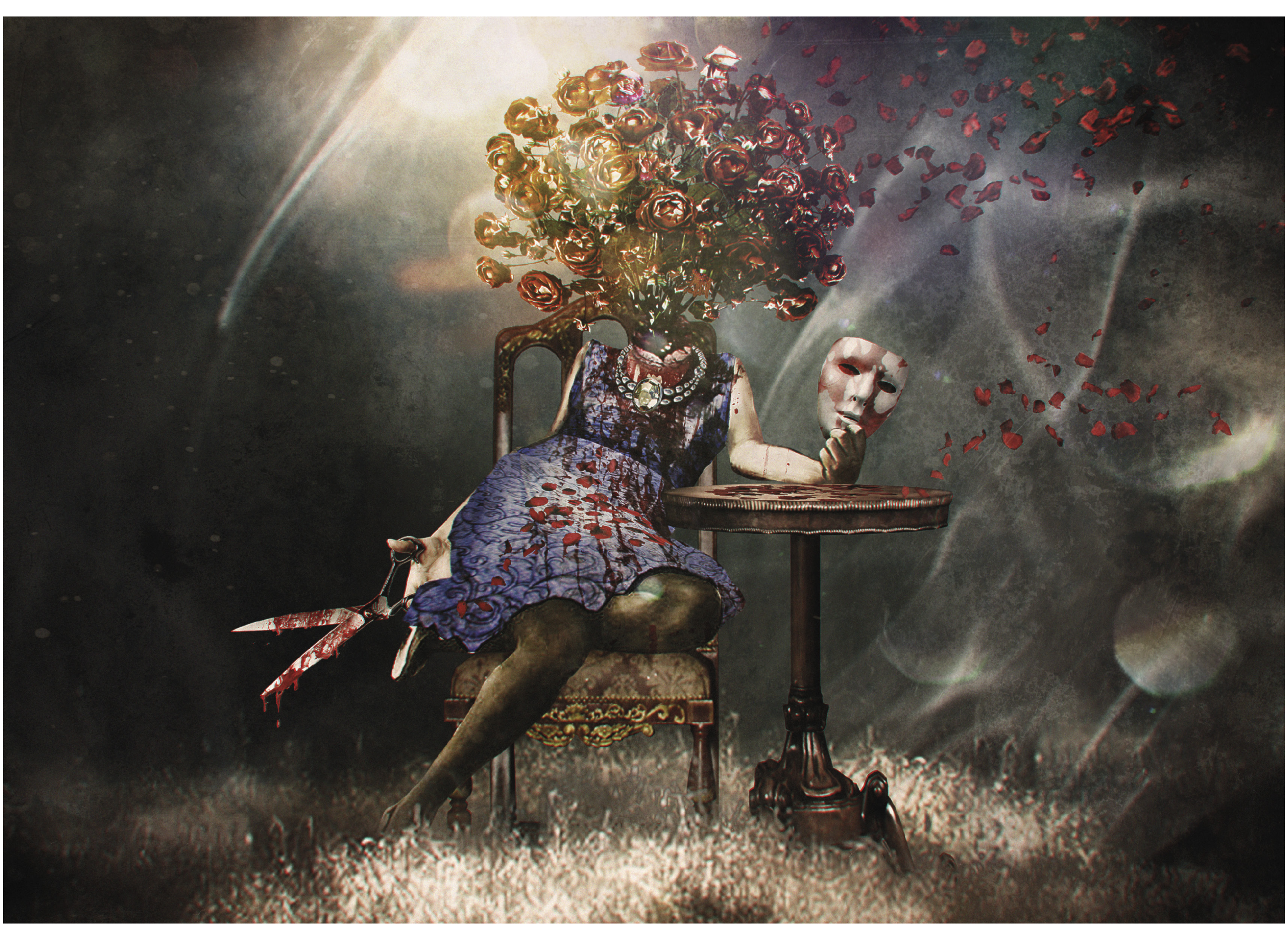


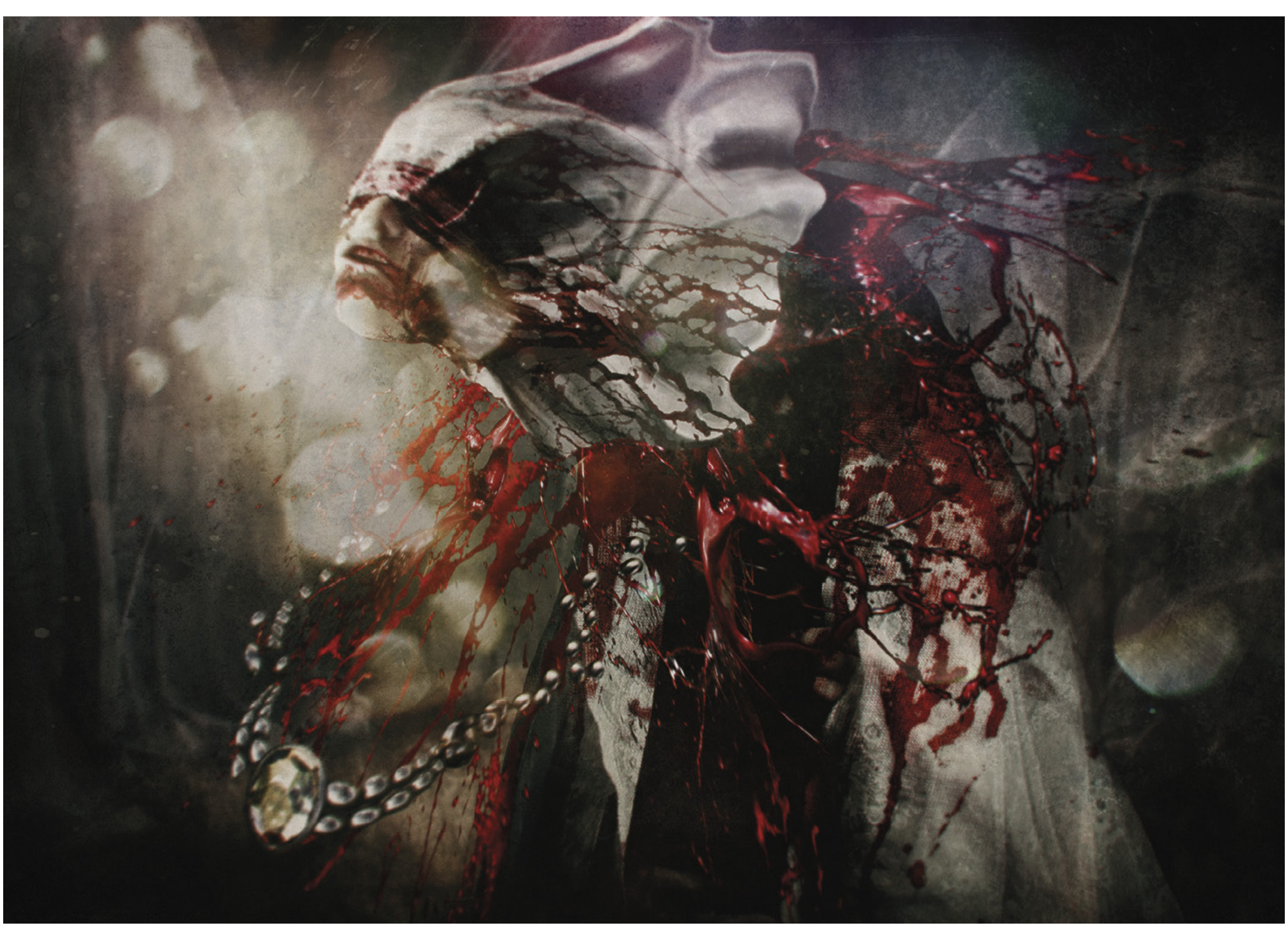


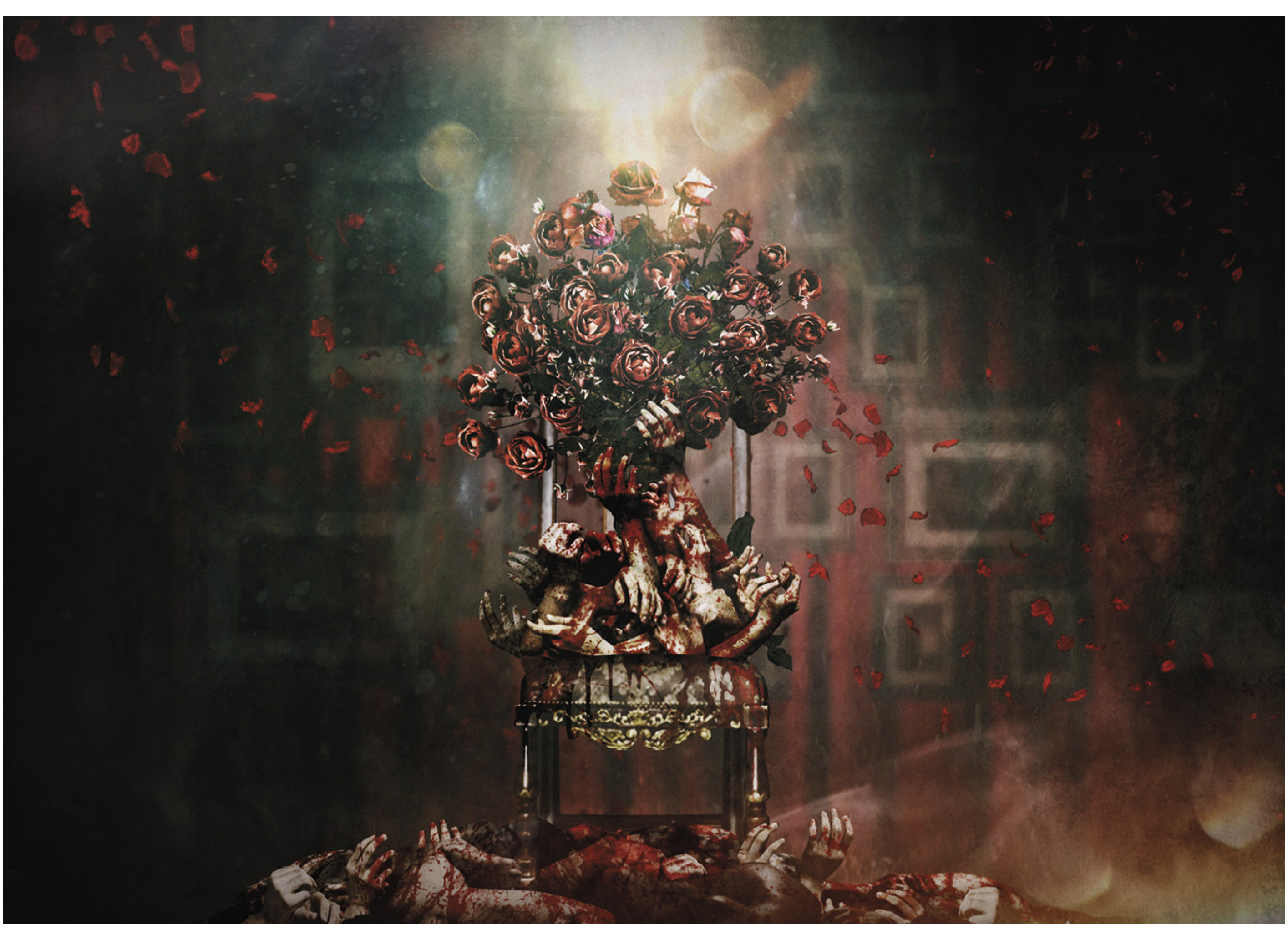

THE EVIL WITHIN 2

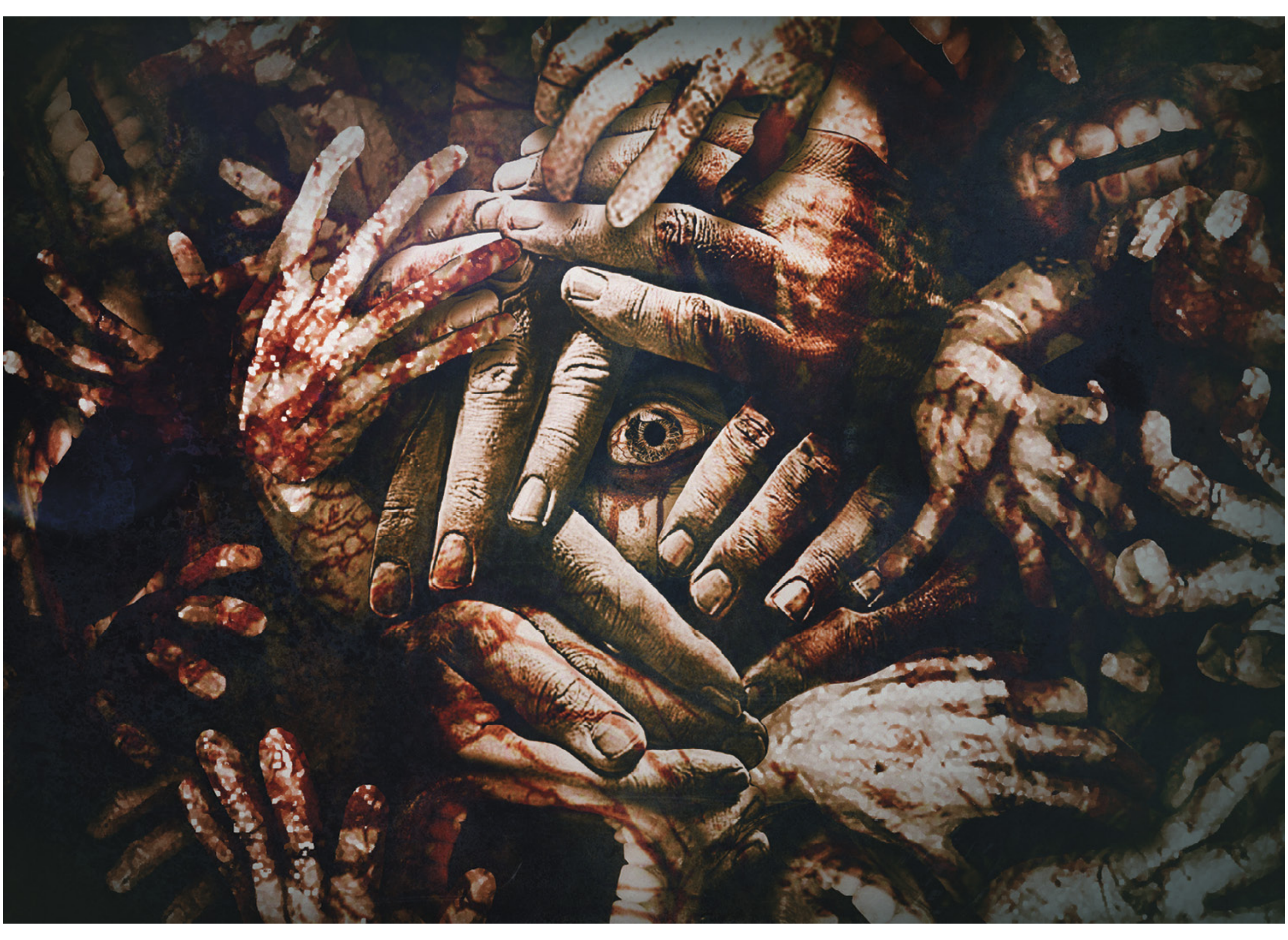
Art Gallery

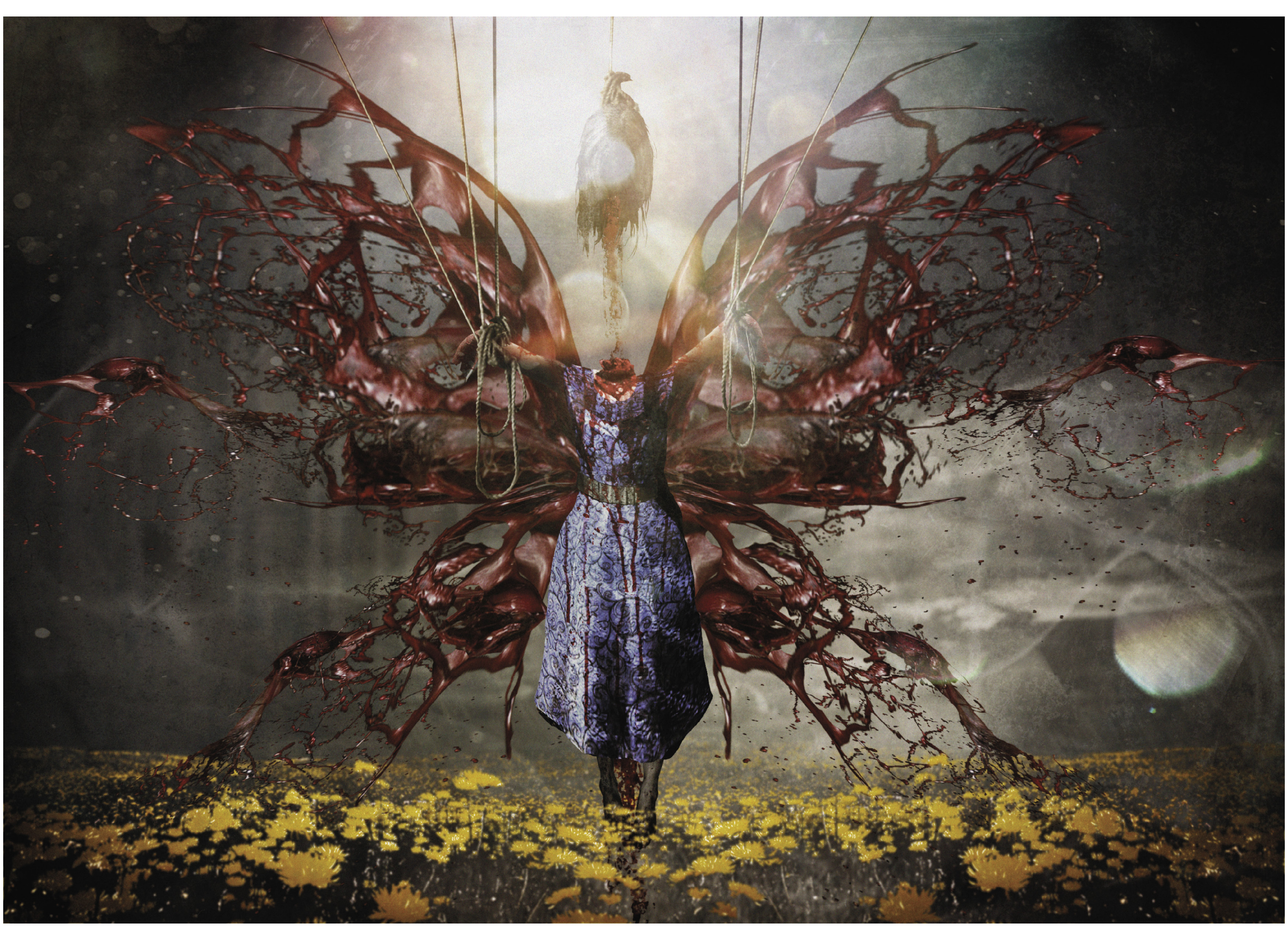
Stefano's Photo Gallery

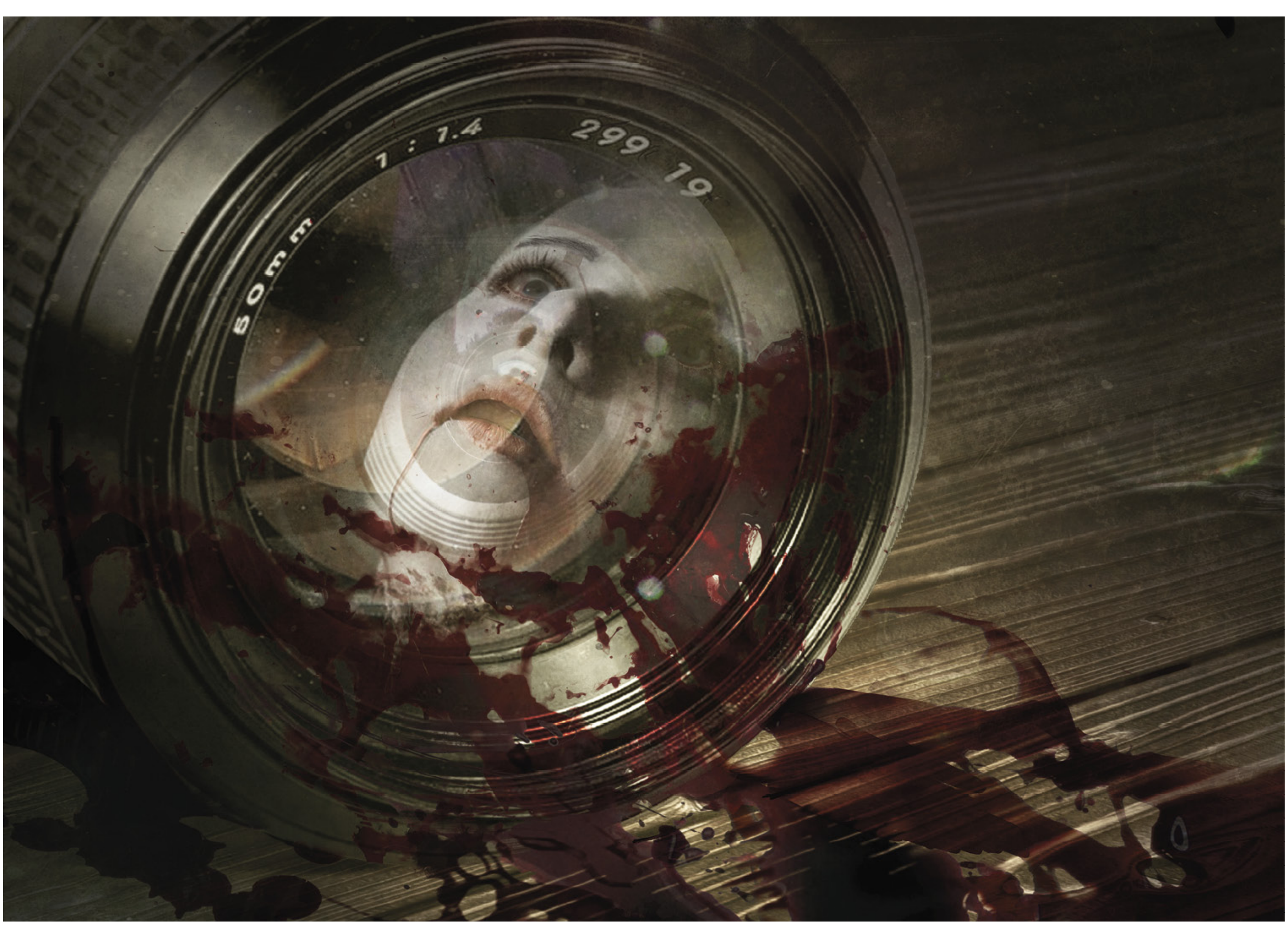








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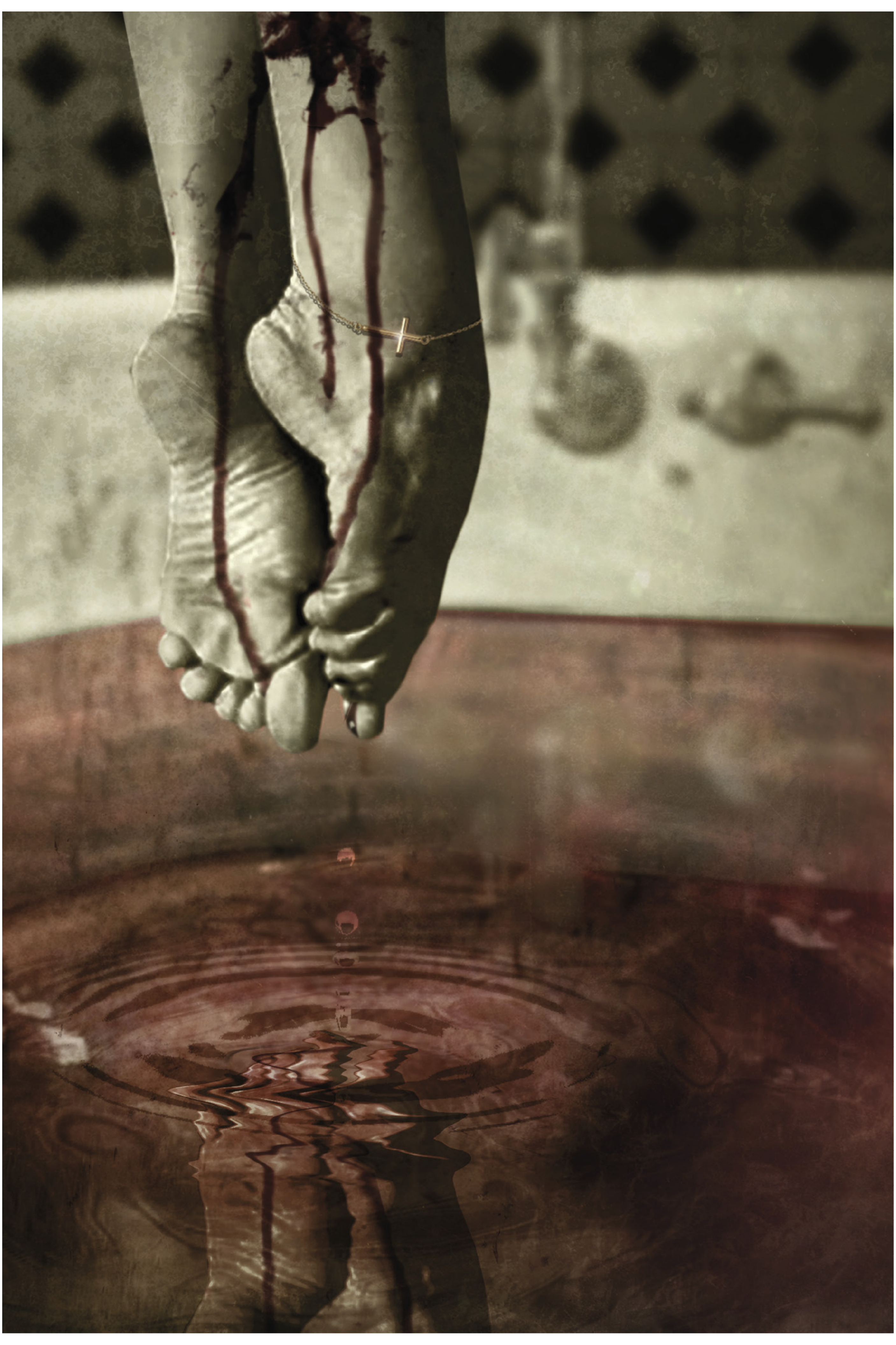
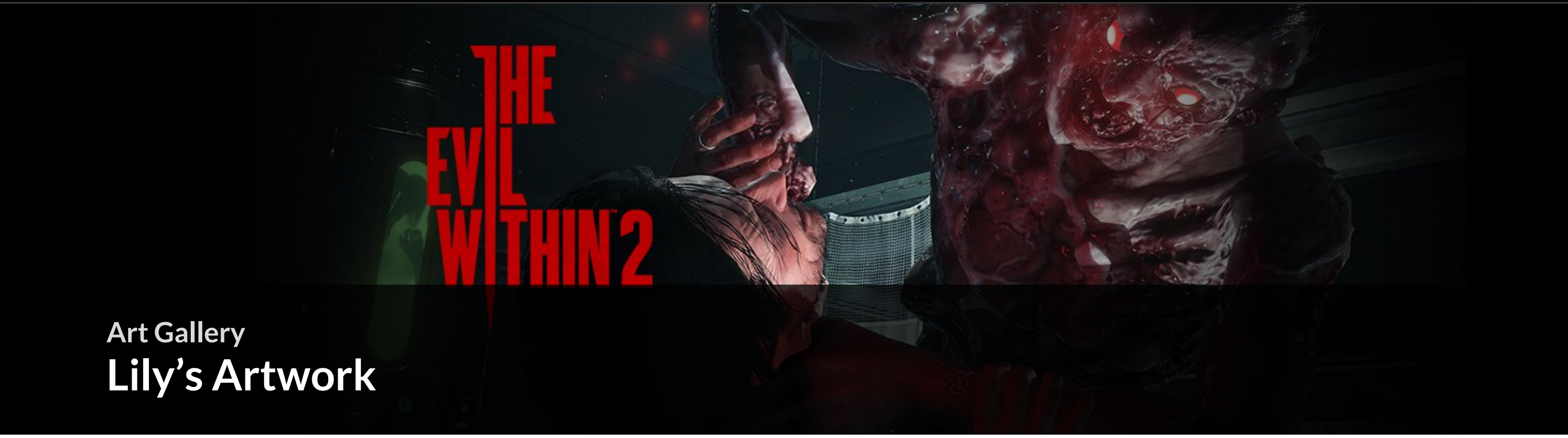
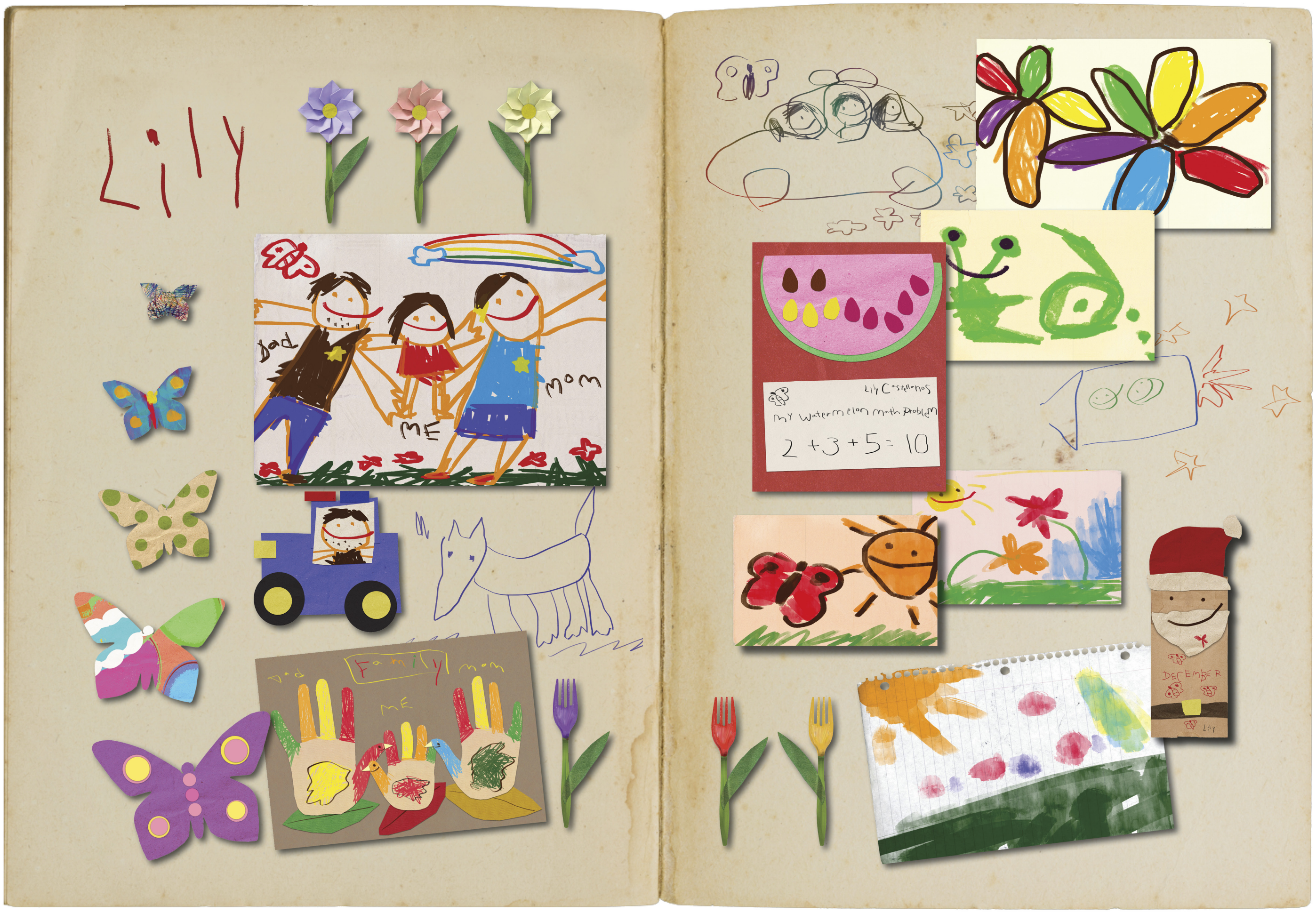



THE EVIL WITHIN 2

Art Gallery

Lily's Artwork


Lily
Dad
mom
ME
dad
Family
mom
ME
Lily Castellanos
my watermelon math problem
2 + 3 + 5 = 10
DECEMBER
Lily